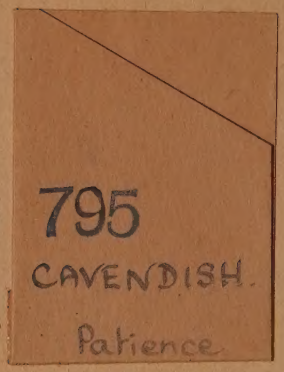


Telephone: Brixton 5325

MINET PUBLIC LIBRARY

KNATCHBULL ROAD, S.E.5

LENDING DEPARTMENT

THE Library is open each week-day from 10 a.m. until 8.0 p.m., except WEDNESDAY.

No book can be issued without the production of a Reader's Ticket. Readers are requested to keep books clean, and in wet weather to protect them in their transit to and from the Library. All damage will be charged for.

CANCELLED.

Any change in the residence of Readers or of their Guarantors must be notified to the Librarian within one week of such change.

A book may be renewed for a further fourteen days, provided that it is not required by another Reader.

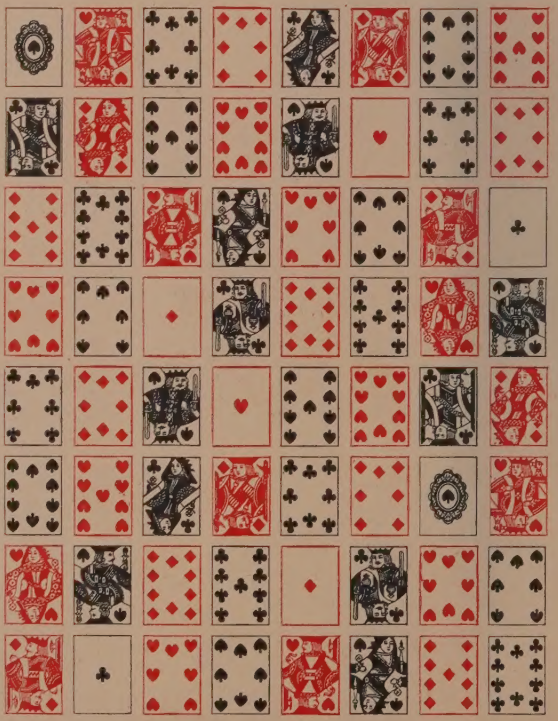
Any book may be reserved upon payment of the cost of posting an intimation that the book is available.

No book which has been in contact with a case of infectious disease may be returned to the Library, but must be given to the Public Health Officers who are authorised to deal with them. Failure to comply with this Rule renders the borrower liable to a fine not exceeding Five Pounds.

GREENWICH LIBRARIES
3 8028 00912626 6

PATIENCE GAMES.

DE LA RUE & Cº



THE SIXTY-FOUR SQUARE.

PATIENCE GAMES

WITH

EXAMPLES PLAYED THROUGH

ILLUSTRATED WITH NUMEROUS DIAGRAMS

By "CAVENDISH"

Author of "The Laws and Principles of Whist," etc., etc.

CANCELLED.

LONDON:

THOS. DE LA RUE & CO.

1890

[*All Rights reserved.*]

PRINTED BY
THOMAS DE LA RUE AND CO., BUNHILL ROW,
LONDON.

TO

MAJOR SAMUEL FAIRTLOUGH

(*late 22nd Regt.*)

This Book

IS

CORDIALLY DEDICATED

BY

HIS SINCERE FRIEND,

THE AUTHOR.

CONTENTS.

PAGE

DEFINITIONS. 11

INTRODUCTORY.

THE GAME 14
SHUFFLING 14
DEALING 14
HOLDING THE STOCK 15
ECONOMY OF ROOM 15
TAKING AND MOVING 15
TOP CARDS 15
FILLING SPACES 16
RUBBISH-HEAP 18
PLAYING THE EXAMPLES 18

I.

PATIENCES PRESENTING INDEFINITE PROBLEMS.

PAGE

PATIENCE 21
SHIFTING PATIENCE 25
THE RESERVE 27
THE ONE PACK SULTAN 31
THE SULTAN 37
THE LITTLE WINDMILL 41
THE WINDMILL 45
THE SINGLE RAIL 51
THE DOUBLE RAIL 55
THE JUNCTION 59
THE SPREAD EAGLE 65
THE SQUADRON 71
THE DOUBLE LINE 77
THE TRIPLE LINE 83

PATIENCES PRESENTING INDEFINITE PROBLEMS (CONTINUED).

	PAGE
Le Carré Napoléon	89
The Hat	93
The Frame	101
The British Blockade	109
The French Blockade	117
The Clock	125

II.
PATIENCES PRESENTING DEFINITE PROBLEMS.

The Little Picture Gallery	135
The Picture Gallery	139
The Fan	143
The Three-Card Fan	147
The Double Fan	151
The Double Three-Card Fan	155
The Fort	159
The Bouquet	163
The Watch	167
The Canister	171
Persian Patience	175
The Little Spider	179
The Spider	183
The Battalion	189

III.
TRICK AND PUZZLE PATIENCES.

The Quadruple Alliance	197
The Complementary Card	201
The Two Complementary Cards	205
The Alternate Sequence	207
The Spelling Sequence	208
The Ohio Cut	209
The Piquet Point	210
Pips	211
The Mysterious Deal	213

PATIENCE SQUARES.

The Sixteen Square	215
The Thirty-six Square	216
The Sixty-four Square	216

DEFINITIONS.

ASCENDING SEQUENCE (*see Sequence*).

AVAILABLE CARD (*see Take*).

DEAL.—A card is *dealt* when it is transferred from the pack, or from the stock, to a foundation, or to a depôt, or to a space, or to the rubbish-heap (*see Move* and *Take*).

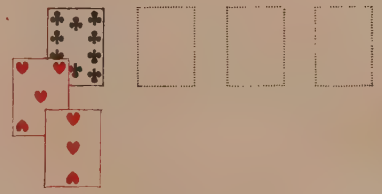
Note.—When the stock is nearly exhausted, this definition, for the sake of brevity, is not strictly adhered to.

When dealing, if a card is *dealt and taken* at the same time, the card is said, for the sake of brevity, to be *dealt*.

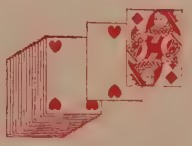
When taking, if a card is *dealt and taken* at the same time, the card is said, for the sake of brevity, to be *taken from stock*.

For example:—

FOUNDATIONS.



DEPÔTS.



STOCK.

Full notation:—

Deal Q♦ to second depôt.
Deal and take 2♥.
Take 3♥.
Deal and take 4♥.
Take 5♥.

Abbreviated notation:—

Deal Q♦ to second depôt; 2♥ on A♥.
Take 3♥; 4♥ (from stock); 5♥.

DESCENDING SEQUENCE (*see Sequence*).

DEPÔT.—The *depôts* are the places assigned to cards which are dealt from the pack, or from the stock, otherwise than to the foundations or to the rubbish-heap.

In some patiences, depôts may also be the places assigned to cards moved from the rubbish-heap, or from one depôt to another (*see* the *Rules* of the various patiences).

Note.—In the diagrams, depôts which have not been dealt to are shown by dotted lines (*see Space*).

FOUNDATION.—The *foundations* are the places assigned to the sequences, or to portions of the sequences which the player is required to complete.

Note.—In the diagrams, foundations which are not occupied are shown by dotted lines.

IN SEQUENCE (*see Sequence*).

MERCI.—A *merci* is a privilege accorded to the player of violating a rule of the patience (*see* the *Rules* of the various patiences).

MOVE.—A card is *moved* when it is transferred from one depôt to another, or from a depôt to a space, or from the rubbish-heap to a depôt, or from the rubbish-heap to a space, or from one foundation to another (*see Deal* and *Take*).

When moving, if a card is *moved and taken* at the same time, the card is said, for the sake of brevity, to be *moved to foundation.*

PACK.—The whole of the cards, required for a given patience, constitute the *pack.*

If two or more packs are required, they are shuffled together, and are then regarded as one pack (*see Stock*).

RUBBISH-HEAP.—The *rubbish-heap* is composed of cards which are dealt from the stock, otherwise than to foundations, to depôts, or to spaces (*see Stock*).

When there are no cards in the rubbish-heap, and the player is directed to deal to the rubbish-heap, it is understood that he is to deal to the place assigned to the rubbish-heap.

SEQUENCE.—A *sequence* is the consecutive order of rank of the cards.

In Sequence.—In a given consecutive order of rank.

Ascending Sequence.—The consecutive order of rank from low to high.

With a pack of fifty-two cards, the consecutive *ascending* order of the cards is—

Ace (lowest), two, three, four, five, six, seven, eight, nine, ten, knave, queen, king (highest).

With a piquet pack of thirty-two cards (the twos, threes, fours, fives, and sixes being rejected), the seven is in ascending sequence with the ace.

Descending Sequence.—The consecutive order of rank from high to low.

With a pack of fifty-two cards, the consecutive *descending* order of the cards is—

King (highest), queen, knave, ten, nine, eight, seven, six, five, four, three, two, ace (lowest).

Note.—In some patiences, the king is in sequence with the ace, and the ace with the king. When this is the case, it will be stated under the rules of the patience.

SPACE.—A *space* is left when a depôt, which has been dealt to, becomes unoccupied, in consequence of all the cards having been moved or taken from the depôt (*see* the *Rules* of the various patiences).

Note.—In the diagrams, spaces are shown by dotted lines (*see Depôt*).

STOCK.—The undealt cards of the pack constitute the *stock*.

In some patiences, it is required to remove certain cards from the pack, or to deal from the pack to depôts. The cards which remain undealt, after these operations, constitute the stock.

In patiences which are played with a rubbish-heap, some players erroneously call the rubbish-heap the stock (*see Rubbish-Heap*).

TAKE.—A card is *taken* when it is transferred to a foundation from a depôt, or from the rubbish-heap (*see Deal* and *Move*).

Available Card.—An *available card* is a card which may be taken. The expression is only used for the sake of brevity.

TOP CARD.—A *top card* is a card which has no other card above it or overlapping it.

When a top card is dealt, moved, or taken, the card which was next below it becomes a top card.

When there is only one card in the stock, or on a foundation, or in a depôt, or in the rubbish-heap, it is deemed to be a top card for the sake of convenience, though there is no card below it.

INTRODUCTORY.

THE GAME.

Patience Games require the player to obtain complete sequences by dealing, moving, or taking the cards of the pack in accordance with certain *Rules*.

The games may be classed under two heads:—

1. Patiences in which only a portion of the pack is dealt to depôts, the remainder forming a stock which is concealed from view.

Patiences of this class present an indefinite problem for solution.

2. Patiences in which the whole pack is dealt to depôts, or in which a view of all the cards is permitted.

Patiences of this class present a definite problem for solution.

There are some patiences which depend on mere chance, and which, therefore, do not present any mental problem. These are excluded from the present volume.

There are also some nondescript patiences, which are here classed as Trick and Puzzle Patiences.

SHUFFLING.

Before playing any patience, the cards should be well shuffled.

The best way of shuffling is to spread the pack on the table, and to mingle the cards lightly with the tips of the fingers, giving the hands a circular motion, and increasing or diminishing the size of the circles at each revolution, so as to include cards not previously mixed.

DEALING.

Cards are to be dealt from the top of the pack, or of the stock, and face upwards.

It is never compulsory to deal an available card to a foundation, if, in the judgment of the player, the card had better be dealt elsewhere.

HOLDING THE STOCK.

When playing patiences with a stock, the stock may not be examined; but it is recommended to hold the stock face upwards, so that the top card can be seen. This mode of holding the stock saves turning the wrist every time a card is dealt.

It also has the effect of making the patience somewhat more in favour of the player than when the stock is held face downwards, as it gives the sight of one more card.

ECONOMY OF ROOM.

In order to economise room, cards in depôts should overlap each other, but not so much as to prevent the lower cards from being seen.

In some patiences, there may be so many cards in some of the depôts that it is convenient to completely cover the lower cards. When this is the case the depôt cards may be spread out and examined at pleasure. Patience is not a game of memory.

For the same reasons, cards are generally dealt to the rubbish-heap so as completely to cover the lower cards; and cards in a rubbish-heap may be spread out and examined at any time.

When examining depôt cards, or rubbish-heap cards, care should be taken not to derange their order.

TAKING AND MOVING.

It is never compulsory to take a card, nor to move a card, if, in the judgment of the player, the card had better remain where it is.

Also, it is never compulsory to take or move a series of sequence cards from the same depôt, if, in the judgment of the player, it is better to take, or move, some from one depôt, and some from another.

TOP CARDS.

Only top cards may be dealt, moved, or taken (except in the case of a *merci*).

FILLING SPACES.

When a space is left, it is never compulsory to fill it at once.

Some players make it compulsory to fill spaces at once. This is an absurd rule, as it can always be evaded by refraining from taking all the available cards, or from moving all the cards that the player is entitled to move, until a card appears with which the player desires to fill the space.

When a space is filled, the card dealt or moved to the space, has all the privileges of a card dealt to the depôt originally.

When playing patiences in which cards of any rank may be moved to spaces, it is important to observe that with two spaces, a sequence in one depôt, and a card in sequence on the top of another depôt, four cards can be moved, and another space obtained. For example:—There are queen, knave, ten, nine in one depôt; a king in another depôt; and two spaces (represented by dotted lines in the Diagram).

DEPÔTS.

Move as follows:—9 ♠ to space; 10 ♠ to space; 9 ♠ on 10 ♠; Knv ♠ to space; Qn ♠ on Kg ♠; Knv ♠ on Qn ♠; 9 ♠ to space; 10 ♠ on Knv ♠; 9 ♠ on 10 ♠.

Instead of making all these moves, an experienced player would bodily transfer queen, knave, ten, nine of spades on the king.

Or, with two spaces, a sequence in one depôt, and a card in sequence on the top of the stock (or of the rubbish-heap), three cards can be moved, and the stock (or rubbish-heap) card saved, without losing a space. For instance:—There are knave, ten, nine, in one depôt, a queen on the top of the stock (or of the rubbish-heap), and two spaces.

DEPÔTS. STOCK OR RUBBISH-HEAP.

Move (or move and deal) as follows:—9 ♣ to space; 10 ♥ to space; 9 ♣ on 10 ♥. Deal (from stock), or move (from rubbish-heap) Qn ♦ to space. Move Knv ♠ on Qn ♦; 9 ♣ to space; 10 ♥ on Knv ♠; 9 ♣ on 10 ♥.

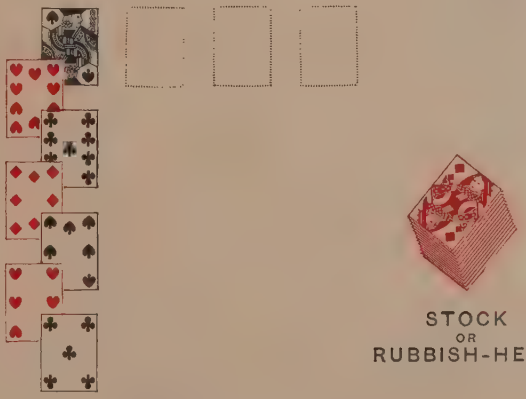
Instead of making all these moves, an experienced player would at once deal (or move) the queen under the knave.

With three spaces, a sequence of eight cards can be moved on a sequence card in another depôt, as shown below:—

DEPÔTS.

By moving as follows another space can be obtained:—Move 5♥ to space; 6♥ to space; 7♥ to space; 5♥ on 6♥; 8♥ to space; 7♥ on 8♥; 5♥ to space; 6♥ on 7♥; 5♥ on 6♥; 9♥ to space; 10♥ to space; 9♥ on 10♥; Knv♥ to space; Qn♥ on Kg♥; Knv♥ on Qn♥; 9♥ to space; 10♥ on Knv♥; 9♥ on 10♥; 5♥ to space; 6♥ to space; 7♥ to space; 8♥ on 9♥; 7♥ on 8♥; 6♥ on 7♥; 5♥ on 6♥.

Or, with three spaces, a sequence in one depôt, and a card in sequence on the top of the stock (or of the rubbish-heap), seven cards can be moved. Thus:—There are knave, ten, nine, eight, seven, six, five in one depôt, a queen on the top of the stock (or of the rubbish-heap), and three spaces.



STOCK
OR
RUBBISH-HEAP.

DEPÔTS.

By moving (or by moving and dealing) as follows the queen can be saved without losing a space:—Move 5♣ to space; 6♥ to space; 7♠ to space; 5♣ on 6♥; 8♦ to space; 7♠ on 8♦; 5♣ to space; 6♥ on 7♠; 5♣ on 6♥; 9♣ to space; 10♥ to space;

9♣ on 10♥. Deal (from stock) or move (from rubbish-heap) Qn♦ to space. Move Knv♠ on Qn♦; 9♣ to space; 10♥ on Knv♠; 9♣ on 10♥; 5♣ to space; 6♥ to space; 5♣ on 6♥; 7♠ to space; 8♦ on 9♣; 7♠ on 8♦; 5♣ to space; 6♥ on 7♠; 5♣ on 6♥.

With four spaces, any number of cards of a sequence can be moved.

RUBBISH-HEAP.

(*See* also *Economy of Room.*)

When playing patiences with a rubbish-heap, deal the top card of the stock to the rubbish-heap, after dealing to the depôts. This gives the sight of one more card, before deciding whether to take or to move any cards.

Similarly, when playing patiences in which cards may be dealt to spaces, or to the rubbish-heap, if in doubt what to do when there are two spaces, deal one card to the rubbish-heap. This gives the sight of one more card, before deciding.

As a general rule, with rubbish-heap patiences, it is advisable, when in doubt, to pursue a Fabian policy, and to keep on dealing to the rubbish-heap, especially when there is only one space at command.

PLAYING THE EXAMPLES.

When a player understands the Rules of a patience, he may set himself an exercise, by playing the Example, without looking at the Solution.

The Examples have been selected with care, and generally involve some critical point of play.

Should the player fail to win the patience, the Hints will generally show him the reason. If he will play the Example again, after reading the Hints, he will generally succeed, except perhaps in some of the most complicated cases.

When arranging the cards, in order to play the Examples, it will be found to save much time if the pack is first sorted in suits and sequences.

When playing Examples in which there is a stock, the player is supposed not to know how the undealt cards are arranged.

I.

PATIENCES

PRESENTING

INDEFINITE PROBLEMS

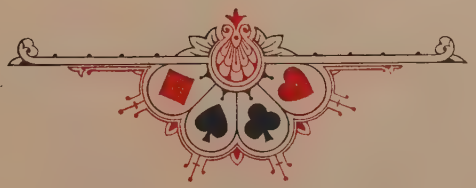


DIAGRAM I.

FOUNDATIONS.

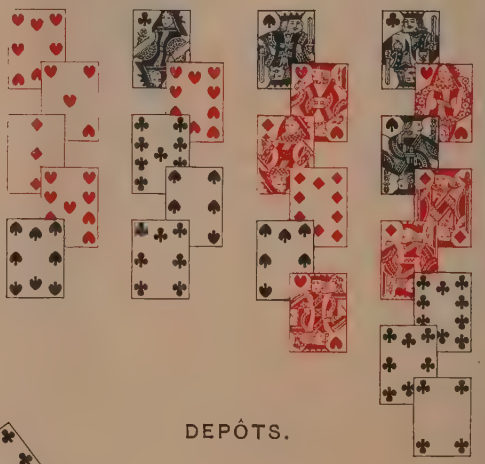
DEPÔTS.

STOCK.

PATIENCE.

DIAGRAM II.

FOUNDATIONS.



DEPÔTS.

STOCK.

PATIENCE PROBLEM.

PATIENCE.

One Pack of fifty-two Cards.

To form four Ascending Sequences, irrespective of Suit.

RULES.

Deal the top card of the stock to a depôt.

Deal the next card on the one already dealt, or to another depôt, whichever is deemed best.

Continue to deal on depôt cards already dealt, or to form fresh depôts; but the number of depôts must not exceed four. When four depôts have been formed, cards may only be dealt to one of the depôts already begun. But,

When an ace appears, on the top of the stock, it is to be dealt to a foundation. And,

When a card appears, on the top of the stock, which is in ascending sequence with the top card of any foundation, it may be dealt on the foundation, irrespective of suit.

When the top card of a depôt is in ascending sequence with the top card of any foundation, it may be taken, irrespective of suit.

When a space is left, by taking all the cards from a depôt, the top card of the stock may be dealt to the space; and other cards may be dealt on it, as in the case of other depôts.

Only one deal is allowed.

EXAMPLE.

Arrange the stock as below:—

8♣ (top card); Qn♠; 5♣; 10♠; Kg♥; 9♣; 7♥; Ace♥; 4♠; 7♦; 4♥; 6♦; 2♦; Knv♣; Knv♠; 10♦; Qn♣; Kg♠; Ace♣; 9♦; 2♣; 5♥; 3♣; Kg♣; 10♥; 7♣; 3♦; Knv♥; 4♦; Kg♦; 9♥; 2♠; 7♠; 6♠; 4♣; 2♥; 8♦; 3♠; 9♠; Ace♠; Qn♥; 5♦; 3♥; 8♥; Ace♦; 5♠; Knv♦; 8♠; 6♣; Qn♦; 10♣; 6♥ (bottom card).

SOLUTION.

Deal 8♣ to depôt; QN♠ to depôt; 5♣ on 8♣; 10♠ on QN♠; KG♥ to depôt; 9♣ on 10♠; 7♥ on 9♣; ACE♥ to foundation; 4♠ on 5♣; 7♦ on KG♥ (not on 7♥, as the two sevens together may block the sequence partly formed in the other depôts); 4♥ on 7♦; 6♦ on 7♥; 2♦ on ACE♥; KNV♣ on 4♥; KNV♠ to depôt (not on KNV♣, in hopes of being able to take sequence cards up to the knave, and of freeing 4♥); 10♦ on KNV♠; QN♣ on 10♦; KG♠ on QN♣; ACE♣ to foundation; 9♦ on KG♠; 2♣ on ACE♣; 5♥ on 9♦ (not on 6♦); 3♣ on 2♦.

Diagram I. shows the Example played to this point.

Take 4♠; 5♣; 6♦; 7♥; 8♣; 9♣; 10♠; KNV♣; QN♠.

Deal KG♣ to space (not on QN♠, as a king cannot be more favourably placed than at the bottom of a depôt); 10♥ on KG♣; 7♣ on 10♥; 3♦ on 2♣.

Take 4♥; 5♥.

Deal KNV♥ on 7♦ (not to space, as there is a seven on the top of another depôt; and, if a six and an eight appear, KG♠ will be freed); 4♦ on KNV♥; KG♦ to space; 9♥ on KG♦; 2♠ on 4♦; 7♠ on 9♥; 6♠ on 5♥.

Take 7♣.

Deal 4♣ on 7♠; 2♥ on 2♠; 8♦ on 7♣.

Take 9♦; 10♥; KG♠ (not KG♣).

Deal 3♠ on 4♣; 9♠ on KG♣ (not on QN♣, as if a knave appears 10♦ will be freed); ACE♠ to foundation.

Take 2♥; 3♠; 4♣.

Deal QN♥ on 9♠; 5♦ on 4♣; 3♥ on 7♠; 8♥ on QN♥; ACE♦ to foundation.

Take 2♠; 3♥; 4♦; KNV♥; QN♣.

Deal 5♠ on 4♦; KNV♦ on 10♦; 8♠ on KNV♦; 6♣ on 5♦.

Take 7♠; 8♥; 9♥; KG♦ (the other kings being at the bottom of depôts, otherwise it would be better not to take KG♦).

Deal QN♦ to space; 10♣ on 9♥; 6♥ on 5♠.

Take 7♦; 8♠; KNV♦; QN♥ (not QN♦); KG♥; 9♠; 10♦; KNV♠; QN♦; KG♣.

HINTS.

Do not fill empty depôts so long as the cards which appear can be placed on higher ones already dealt.

As a rule, deal cards on higher cards in the depôts, and choose the card nearest in rank to the one dealt. Thus:—Having a choice between dealing a five on a queen or on an eight, deal it on the eight. But, if

several cards in the depôts may become available as soon as one appears which enables the player to run off a sequence, it may be advisable to deal on a high card in preference to a low one, in order to keep the incomplete sequence free.

Spread the chances of running off sequences. Thus:—Do not deal a card on one of the same rank, if by so doing you block sequence cards below it, or in other depôts. There are necessarily exceptions; the judgment and common sense of the player can alone determine these.

A king in a depôt by itself should not be taken if there is another king in the stock, or a king to be freed in another depôt. The same applies, but not so strongly, to other high cards, as a king with a queen only above it in a depôt. This of course assumes that the queen is not wanted to free a king elsewhere.

This patience is considerably against the player.

PATIENCE PROBLEM.

End Hand. Patience to be won.

For the arrangement of the cards in the depôts, *see* Diagram II.

In the stock:—

6♣ (top card); Qn♠; 6♦; 7♥; 5♠; 5♦; 9♠ (bottom card).

SOLUTION.

Deal 6♣ on 7♣; Qn♠ on Knv♣ (do not take Kg♥); 6♦ on 8♠; 7♥ on Kg♥; 5♠ on 4♥; 5♦ on 4♦.

Take 6♦; 7♥; 8♠; 9♥; 3♦; 4♣; 5♥; 6♣; 7♣; 8♣; 6♠; 9♣; 10♥; 10♣; Kg♦; Knv♦; Qn♣; Kg♥; 7♠; 8♥; 9♠; 10♦; Knv♠; Qn♦; Knv♥; Qn♥; Kg♣; Kg♠.

DIAGRAM III.

FOUNDATIONS.

DEPÔTS.

STOCK.

SHIFTING PATIENCE PROBLEM.

SOLUTION
OF
SHIFTING PATIENCE PROBLEM.

Take 10♣; 7♣; 8♠.

Move QN♠ on KG♣.

Take 5♣.

Move QN♠ on KG♥.

Deal 10♠ on QN♠.

Move 9♦ on 10♠; KG♣ to space; 8♣ on 9♦; QN♣ on KG♣.

Deal KNV♥ on QN♣.

Move 10♦ on KNV♥.

Take 6♦; 7♠; 8♣; 9♥; 10♦; KNV♥; QN♣; KG♦; KNV♣; QN♦; KG♣; and all the remaining cards.

SHIFTING PATIENCE.

One Pack of fifty-two Cards.

To form four Ascending Sequences, irrespective of Suit.

RULES.

The rules are the same as for Patience, with the additional privilege of moving any top depôt card from one depôt to another, in descending sequence irrespective of suit. For example:—If there is a six on the top of one depôt, and a seven on the top of another, the six may be moved on the seven.

Also, when a space is left, by taking or moving all the cards from a depôt, a king on the top of a depôt may be moved to the space; and descending sequence cards may be moved or dealt on the king, as in the case of other depôts.

With good play, Shifting Patience is in favour of the player.

SHIFTING PATIENCE PROBLEM.

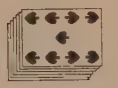
End Hand. Patience to be won.

For the arrangement of the cards in the depôts, and in the stock, *see* Diagram III.

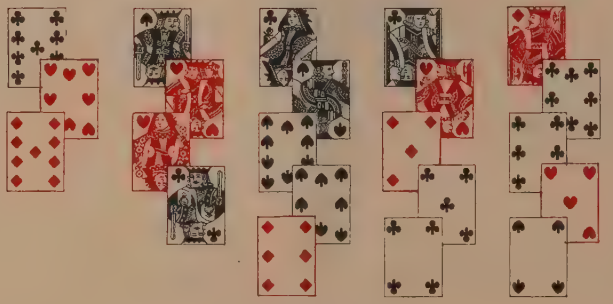
And, for the Solution, *see* the letterpress on the same page as the Problem.

DIAGRAM IV.

FOUNDATIONS.



RESERVE.



DEPÔTS.

STOCK.

THE RESERVE.

THE RESERVE.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, irrespective of Suit.

RULES.

The Rules are the same as for Patience (p. 21), except as follows:—

Twelve Cards are to be removed from the pack, to form the *Reserve*. The reserve is to be placed face upwards on the table, so that only the top card can be seen. The lower cards of the reserve may not be examined.

The top card of the reserve, when in ascending sequence with the top card of any foundation, may be taken, irrespective of suit. If an ace appears on the top of the reserve, it is to be moved to a foundation.

There are five depôts instead of four.

EXAMPLE.

Arrange the reserve as follows:—

9 ♦ (top card); Knv ♥; 10 ♦; 9 ♠; 3 ♦; 6 ♥; Knv ♦; Knv ♣; 9 ♣; 7 ♣; Kg ♦; 6 ♥ (bottom card).

Arrange the stock as below:—

8 ♦ (top card); Ace ♦; 2 ♥; 6 ♣; Ace ♥; 5 ♦; 2 ♦; 8 ♠; Qn ♣; 7 ♥; 4 ♣; Knv ♠; Knv ♣; Ace ♥; 2 ♦; Knv ♥; 5 ♦; 5 ♣; 10 ♠; 6 ♠; Ace ♣; 5 ♠; Kg ♦; 8 ♣; 6 ♣; 5 ♥; Ace ♦; Qn ♣; 10 ♥; 3 ♠; 8 ♠; 9 ♥; 7 ♣; 3 ♣; 4 ♦; 9 ♣; Kg ♠; Kg ♥; 4 ♣; 8 ♥; Qn ♥; 2 ♠; Ace ♠; 2 ♣; Kg ♣; 9 ♦; 6 ♦; 4 ♠; 3 ♥; 4 ♦; 5 ♠; 3 ♠; 4 ♥; Qn ♦; 2 ♠; Knv ♦; Qn ♠; 7 ♦; 9 ♥; Ace ♠; 7 ♥; 6 ♠; 7 ♠; Kg ♠; 10 ♣; 10 ♥; 3 ♥; 3 ♣; Qn ♠; 9 ♠; Qn ♦; 8 ♦; 4 ♠; 5 ♣; Qn ♥; 5 ♥; Kg ♥; 10 ♦; 8 ♣; 3 ♦; Kg ♣; 10 ♠; 6 ♦; 4 ♥; 8 ♥; Knv ♠; 2 ♥; 7 ♠; 7 ♦; Ace ♣; 2 ♣; 10 ♣ (bottom card).

SOLUTION.

Deal 8♦ to depôt; Ace♦ to foundation; 2♥ on Ace♦; 6♣ on 8♦; Ace♥ to foundation; 5♦ on 6♣; 2♦ on Ace♥; 8♠ to depôt; Qn♣ to depôt; 7♥ on 8♠; 4♣ on 5♦; Knv♠ on Qn♣; Knv♣ to depôt; Ace♥ to foundation; 2♦ (from stock) on Ace♥; Knv♥ on Knv♣; 5♦ on Knv♥; 5♣ on 5♦; 10♠ on Knv♠; 6♠ on 7♥; Ace♣ to foundation; 5♠ on 6♠; Kg♦ to depôt; 8♣ on Kg♦; 6♣ on 8♣; 5♥ on 6♣; Ace♦ to foundation; Qn♣ on 5♥; 10♥ on Qn♣; 3♠ on 2♥.

Take 4♣; 5♠; 6♠; 7♥; 8♠; 9♦ (reserve); 10♥; Knv♥ (reserve); Qn♣.

Deal 8♠ on 10♠; 9♥ to space; 7♣ on 8♠; 3♣ on 2♦; 4♦ on 3♣.

Take 5♦; 6♣; 7♣; 8♦; 9♥; 10♦ (reserve).

Deal 9♣ to space; Kg♠ to space; Kg♥ on Kg♠; 4♣ on 5♣; 8♥ on 9♣; Qn♥ on Kg♥; 2♠ on Ace♣; Ace♠ to foundation; 2♣ on Ace♦; Kg♣ on Qn♥ (depôt); 9♦ on 8♥; 6♦ on 8♠; 4♠ on 5♥; 3♥ on 2♦.

Diagram IV. shows the Example played to this point.

Take 4♣; 5♣; 6♦.

Deal 4♦ on 5♦; 5♠ on 9♦; 3♠ on 2♠.

Take 4♦; 5♦; Knv♥.

Deal 4♥ on 5♠; Qn♦ on Kg♣; 2♠ on Ace♠; Knv♦ on Qn♦; Qn♠ on Knv♥ (foundation); 7♦ on 6♦.

Take 8♠; 9♠ (reserve); 10♠; Knv♠; Qn♣; 3♦ (reserve); 4♥; 5♠; 6♥ (reserve) on 5♦.

Deal 9♥ on Knv♣; Ace♠ to foundation; 7♥ on 6♥; 6♠ on 5♠; 7♠ on 6♠; Kg♠ on Qn♣; 10♣ on Knv♦ (depôt); 10♥ on 10♣; 3♥ on 2♠.

Take 4♠; 5♥; 6♣; 8♣; 9♦; 10♥; Knv♦ (reserve); 8♥; 9♣; 10♣; Knv♣ (reserve).

Deal 3♣ on 9♥; Qn♠ on Knv♦ (foundation); 9♠ on Knv♦ (depôt); Qn♦ on Knv♣; 8♦ on 9♠; 4♠ on 8♦; 5♣ on Kg♦; Qn♥ to space; 5♥ on 5♣; Kg♥ on Qn♠ (foundation); 10♦ on Qn♥; 8♣ on 10♦; 3♦ on 4♠; Kg♣ on Qn♣; 10♠ to space; 6♦ on 8♣; 4♥ on 5♥; 8♥ on 10♠; Knv♠ on 8♥; 2♥ on Ace♠; 7♠ on 6♣.

Take 3♦; 4♠; 8♦; 9♣ (reserve).

Deal 7♦ on 9♠; Ace♣ to foundation; 2♣ on Ace♣; 10♣ on 9♣.

Take Knv♠; 3♣; 4♥; 5♥; 6♦; 7♣ (reserve. If 7♦ is taken from depôt, the patience is blocked); Kg♦ (reserve); 5♣; 6♥ (reserve); 7♦; 8♣; 9♠; 10♦; 8♥; 9♥; 10♠; Knv♦; Qn♦; Kg♣; Knv♣; Qn♥; Kg♦; Qn♥; Kg♥; Kg♠.

HINTS.

The play is very similar to that recommended for Patience. As a general rule, it is better to take cards from the reserve than from the stock or from a depôt.

This patience is slightly against the player.

RESERVE PROBLEM.

End Hand. Patience to be won.

Arrange the stock as below:—

3♦ (top card); Kg♦; Knv♣; Kg♠; Qn♥; 9♥; 2♠; Qn♣; Ace♥; Qn♣; Qn♦; 5♣; Kg♦; 5♦; 4♣ (bottom card).

In the depôts:—

(1). Knv♣ (bottom card); Kg♠; Qn♦; 10♣; Kg♥; Knv♠; 10♦ (top card). (2). Knv♦ (bottom card); 9♣; 4♦; 10♠ (top card). (3). Kg♥ (bottom card); 10♠; 7♥; Knv♥; 8♣; 7♠; 6♣; 5♥ (top card). (4). 9♦ (bottom card); 8♠; 7♦; 6♥; 5♠; 4♠ (top card). (5). 9♥ (bottom card); 8♣; 7♦; 6♠ (top card).

In the reserve:—

8♦ (top card); 3♣; 6♦; 2♠; 3♣; 4♣; 3♠; 10♦ (bottom card).

Arrange the foundation sequences thus:—

(1). Ace to king, with Kg♣ at the top. (2). Ace to king, with Kg♣ at the top. (3). Ace to queen, with Qn♠ at the top. (4). Ace to nine, with 9♠ at the top. (5). Any ace; 2♥ at the top. (6). Any ace; 2♦ at the top. (7). Ace♠ (8). Empty.

SOLUTION OF RESERVE PROBLEM.

Take 3♦ (from stock) on 2♥; 4♠; 5♠; 6♥; 7♦; 8♦ (reserve. Do not take 8♠); 3♣ (reserve); 10♠; 4♦; 9♣; Knv♦; 10♦; Knv♠; Kg♥; 5♥; 6♦ (reserve. Do not take a depôt six); 2♠ (reserve); 3♣ (reserve); 4♣ (reserve).

Deal Kg♦ to space; Knv♣ on 8♠ (not on Kg♦. With two kings and four queens remaining in the stock, and a knave buried in the depôts, it is advisable to reserve Kg♦, which is as good as an empty depôt, to deal kings or queens on, and not to risk the burial of another knave); Kg♠ on Kg♦; Qn♥ on Knv♦; 9♥ on 10♣; 2♠ on Knv♣; Qn♣ on Knv♠; Ace♥ to foundation; Qn♣ (from stock) on Kg♠; Qn♦ on Qn♣ (depôt); 5♣ on 4♣; Kg♦ on Qn♥; 5♦ on 6♣.

Take 2♠; 3♠ (reserve); 4♣; 5♦; 6♣; 7♠; 8♣; 9♥; 10♣; Knv♥; Qn♦ (over Kg♠, Knv♣); Kg♠; 6♠; 7♦; 8♣; 9♥; 10♦ (reserve); Knv♣ (over 8♠); and all the remaining cards.

DIAGRAM V.

THE ONE PACK SULTAN.

THE ONE PACK SULTAN.

One Pack of fifty-two Cards.

To form four Ascending Sequences (one from Ace to Queen, the others from King, Ace, to Queen), following Suit.

RULES.

Take all the kings, and the ace of hearts out of the pack. These form the foundation cards. The foundations are to be arranged as in Diagram V., with the king of hearts in the centre.

Deal four cards, forming four depôts, arranged as in Diagram V. If an ace is dealt to any depôt, it may be moved on a king, in suit; and similarly, if the two of hearts is dealt to a depôt, it may be moved on the ace; and if the queen of hearts is dealt to a depôt, it may be moved on the king of hearts.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, deal it on a king, in suit. And,

When a card appears on the top of the stock, which is in ascending sequence, and in suit, with the top card of any foundation, it may be dealt on the foundation; except on the king of hearts foundation, on which hearts in descending sequence may be dealt. And,

When a card appears on the top of the stock, which is in descending sequence with the top card of any depôt, it may be dealt to the depôt, irrespective of suit.

A card on the top of the rubbish-heap, which is in ascending sequence, and in suit, with the top card of any foundation (except the king of hearts foundation), may be taken. A heart on the top of the rubbish-heap, which is in descending sequence with the top card of the king of hearts foundation, may be taken.

A card on the top of the rubbish-heap, which is in descending sequence with the top card of any depôt, may be moved to the depôt, irrespective of suit.

A top card of a depôt, which is in ascending

sequence, and in suit, with the top card of any foundation, may be taken; except on the king of hearts foundation, on which hearts in descending sequence may be taken.

A top card of a depôt which is in sequence with the top card of any other depôt, may be moved from one depôt to the other, in descending sequence, irrespective of suit.

When a space is left, by taking or moving all the cards from a depôt, a card may be dealt to the space from the top of the stock; or, a card may be moved to the space from the top of the rubbish-heap; or the top card of any depôt may be moved to the space, at the option of the player.

When the top cards of the ascending and descending heart foundations are in sequence, the descending hearts are to be moved on the ascending sequence, as far as the queen, which is to form the top card of the sequence. The king of hearts is to remain alone, in the centre, as *The Sultan*.

When all the stock has been dealt, if the patience is blocked, the *merci* is permitted of turning the rubbish-heap face downwards, and of taking the bottom card (now the top card), provided it is in ascending sequence, and in suit, with the top card of any foundation (except the king of hearts foundation), or in descending sequence, and in suit, with the king of hearts foundation; or, of moving it to a depôt, irrespective of suit, provided it is in descending sequence with any top depôt card; or of moving it to a space. If this card can be taken or moved, the patience proceeds as before, and the next card of the rubbish-heap may be similarly taken or moved; and so on all through the rubbish-heap, which is to remain face downwards.

Only one deal is allowed.

EXAMPLE.

Take the kings, and the ace of hearts out of the pack, and place them on the foundations.

Deal to the depôts Knv ♠; 7 ♥; 5 ♠; 4 ♣.

Arrange the stock as follows:—

7 ♦ (top card); 10 ♥; 2 ♥; Qn ♥; Knv ♣; 8 ♠; 7 ♣; Ace ♠; 4 ♠; 2 ♠; 10 ♦; 8 ♣; 6 ♣; 3 ♠; 9 ♠; 4 ♥; 5 ♦; 6 ♦; 9 ♥; 5 ♣; 3 ♣; 2 ♦; 9 ♣; Ace ♣; 8 ♥; Knv ♦; Qn ♣; 2 ♣; Ace ♦; 3 ♥; 5 ♥; 10 ♠; 3 ♦; 10 ♣; 6 ♠; 4 ♦; Qn ♠; Qn ♦; Knv ♥; 8 ♦; 9 ♦; 7 ♠; 6 ♥ (bottom card).

SOLUTION.

Deal 7♦ to rubbish-heap; 10♥ on Knv ♠; 2♥ on Ace ♥; Qn♥ on Kg♥; Knv ♣ on 7♦.

Move 4♣ on 5♠.

Deal 8♠ to space; 7♣ on Knv♣; Ace ♠ on Kg♠; 4♠ on 7♣; 2♠ on Ace♠; 10♦ on 4♠; 8♣ on 10♦.

Move 7♥ on 8♠.

Deal 6♣ on 7♥.

Move 4♣ to space; 5♠ on 6♣; 4♣ on 5♠.

Deal 3♠ on 2♠; 9♠ on 10♥.

Move 8♣ on 9♠; 10♦ to space; 4♠ on 3♠ (foundation); 7♣ on 8♣.

Deal 4♥ on Knv♣.

Move 4♣ to space; 5♠ on 4♠ (foundation); 6♣ on 7♣.

Deal 5♦ on 6♣; 6♦ on 7♥; 9♥ on 10♦.

Move 5♦ on 6♦.

Deal 5♣ on 6♣.

Move 4♣ on 5♣; 4♥ on 5♦.

Deal 3♣ on 4♣; 2♦ on 3♣; 9♣ on Knv♣; Ace♣ on Kg♣; 8♥ on 9♥; Knv♦ on 9♣; Qn♣ on Knv♦; 2♣ on Ace♣; Ace♦ on Kg♦; 3♥ on 2♥.

Take 4♥; 5♥ (from stock); 2♦; 3♣; 4♣; 5♣; 6♣; 7♣; 8♣.

Deal 10♠ on Qn♣; 3♦ on 2♦ (foundation); 10♣ on 10♠.

Diagram V. shows the Example played to this point.

Take 6♠; 4♦; 5♦; 6♦.

Move 7♥ on 8♥; 8♠ on 9♠.

Deal Qn♠ on 10♣; Qn♦ on Qn♠; Knv♥ on Qn♥ (foundation); 8♦ to space; 9♦ to space; 7♠ to 6♠; 6♥ on 5♥.

Take 8♠; 9♠; 7♥; 8♥; 9♥; 10♥.

Move Knv♥ on 10♥; Qn♥ on Knv♥; 9♦ on 10♦; 8♦ on 9♦; Qn♦ to space; Qn♠ to space; Knv♠ on Qn♠; 10♣ to space.

Take 10♠; Knv♠; Qn♠.

Move Qn♣ to space; Knv♦ on Qn♦.

Take 9♣; 10♣; Knv♣; Qn♣; 7♦; 8♦; 9♦; 10♦; Knv♦; Qn♦.

HINTS.

Do not fill spaces with cards that are not likely to be soon wanted, or that are not likely to assist in forming sequences in the depôts.

When dealing cards to depôts, and when moving from one depôt to another, deal or move cards of the same suit on each other, by preference.

In the heart suit, it is not advisable to cover high hearts in the depôts with lower cards, if it can be avoided, as hearts may be moved in descending sequence.

After all the stock is dealt, examine the cards in the depôts, and in the rubbish-heap, before deciding whether to take all the available cards, whether to move any cards, or whether to take the *merci*.

This patience, with the *merci*, is considerably in favour of a fairly good player.

DIAGRAM VI.

ONE PACK SULTAN PROBLEM.

ONE PACK SULTAN PROBLEM.

End Hand. Patience to be won with a Merci.

Arrange the depôt cards as shown by Diagram VI.

Arrange the foundation cards as follows:—

On the ascending heart foundation, Ace ♥; 2 ♥ (top card). On the descending heart foundation, Kg ♥ (bottom card); Qn ♥; Knv ♥ (top card). On the club foundation, Kg ♣ (bottom card); Ace ♣; 2 ♣; 3 ♣ (top card). On the diamond foundation, Kg ♦ (bottom card); Ace ♦; 2 ♦; 3 ♦; 4 ♦; 5 ♦ (top card). On the spade foundation, Kg ♠ (bottom card); Ace ♠; 2 ♠; 3 ♠; 4 ♠; 5 ♠; 6 ♠ (top card).

Arrange the rubbish-heap as below:—

9 ♥ (top card); Qn ♠; 8 ♣; Knv ♣; 4 ♥; 10 ♠; 6 ♥; Qn ♦; 7 ♠; Qn ♣; 3 ♥; 10 ♣; 9 ♣; 5 ♣; Knv ♠; 6 ♦; 9 ♦; 10 ♥ (bottom card). And, arrange the stock as under:—8 ♦ (top card); 8 ♠; 4 ♣; Knv ♦; 5 ♥; 10 ♦; 7 ♥; 7 ♦ (bottom card).

SOLUTION OF ONE PACK SULTAN PROBLEM.

On examining the rubbish-heap, it will be found that the patience cannot be won without a *merci*. The player should note that it is essential to save the diamonds. Accordingly,

Move 8 ♥ on 9 ♠; 7 ♣ on 8 ♥.

Deal 8 ♦ to space; 8 ♠ on 9 ♥; 4 ♣ on 3 ♣; Knv ♦ to space; 5 ♥ on 8 ♠ (it is doubtful whether to save 5 ♥; as the cards lie, the patience can be won either way); 10 ♦ on Knv ♦; 7 ♥ on 5 ♥; 7 ♦ on 8 ♦.

Take the *merci*, by turning over the rubbish-heap so as to bring 10 ♥ to the top; and, move 10 ♥ on Knv ♥; 9 ♦ on 10 ♦; 6 ♦ on 5 ♦ (foundation).

Take 7 ♦; 8 ♦; 9 ♦; 10 ♦; Knv ♦.

Move Knv ♠ to space; 5 ♣ on 4 ♣ (foundation).

Take 6 ♣; 7 ♣.

Move 9 ♣ to space; 10 ♣ to space (not on Knv ♠); 3 ♥ on 2 ♥ (foundation); 9 ♣ on 10 ♣; Qn ♣ to space; 7 ♠ on 6 ♠ (foundation); Qn ♦ on Knv ♦ (foundation); Knv ♠ on Qn ♣; 9 ♣ to space; 10 ♣ on Knv ♠; 9 ♣ on 10 ♣; 6 ♥ to space; 10 ♠ to space; 4 ♥ on 3 ♥ (foundation); 8 ♥ on 9 ♣; 9 ♠ on 10 ♠; Knv ♣ to space; 8 ♣ on 7 ♣ (foundation); 8 ♥ on 9 ♠.

Take 9 ♣; 10 ♣; Knv ♣.

Move Qn ♠ to space; 9 ♥ on 10 ♥ (foundation); 8 ♠ on 7 ♠ (foundation); 5 ♥ on 4 ♥ (foundation).

Take 6 ♥; 7 ♥; 8 ♥; 9 ♠; 10 ♠; Knv ♠; Qn ♠; Qn ♣. And, move the descending hearts (all but Kg ♥).

DIAGRAM VII.

DEPÔTS. FOUNDATIONS. DEPÔTS.

STOCK.

RUBBISH-HEAP.

THE SULTAN.

THE SULTAN.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences (one from Ace to Queen, the others from King, Ace to Queen), following Suit.

RULES.

Take all the kings and one ace of hearts out of the packs. These (with the exception of one king of hearts, which is to remain as *The Sultan)* are the foundation cards. The foundations are to be arranged as shown in Diagram VII.

Shuffle the remainder of the packs together, and deal eight cards, forming eight depôts, arranged as in Diagram VII.

If an ace is dealt to a depôt, it is to be placed on a king, in suit; the ace of hearts, if dealt to a depôt, is not to be placed on the centre king of hearts, but on the lower one.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, deal it on one of the king foundations, in suit (the ace of hearts to be placed on the lower king, not on the centre one). And,

When a card appears on the top of the stock, which is in ascending sequence with the top card of any foundation, and in suit (including the ace of hearts foundation, on which the deuce is to be first placed), it may be dealt to the foundation.

A card on the top of the rubbish-heap which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A card in a depôt which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

Cards may neither be dealt nor moved on the centre king of hearts; nor may cards be dealt or moved on depôt cards. When a space is left by taking a depôt card, the top card of the stock may be dealt to the space, or the top card of the rubbish-heap may be moved to the space.

Three deals are allowed. At the end of each deal the cards in the rubbish-heap are to be shuffled.

EXAMPLE.

Take the kings and one ace of hearts out of the packs, to form the foundations.

Deal to the depôts Knv ♠; 8 ♠; 6 ♠; 5 ♠; 4 ♣; 3 ♣; 4 ♦; 2 ♦.

Arrange the stock as follows:—

9 ♠ (top card); Qn ♦; Ace ♦; 2 ♣; Ace ♣; 6 ♠; 10 ♥; Ace ♠; 3 ♦; Knv ♣; 9 ♠; Knv ♥; 8 ♠; 2 ♣; 7 ♠; Qn ♣; 8 ♦; 9 ♦; Qn ♦; 2 ♠; 7 ♥; 2 ♦; 4 ♠; 8 ♥; 7 ♣; 5 ♦; 3 ♠; 8 ♥; 9 ♣; 3 ♦; Qn ♥; 5 ♣; Ace ♥; 9 ♣; 6 ♣; Ace ♠; Qn ♠; 7 ♦; 5 ♣; 6 ♥; 2 ♥; 3 ♥; Knv ♦; 4 ♥; 10 ♠; 6 ♦; 10 ♦; Knv ♥; 2 ♥; Qn ♣; 5 ♥; Ace ♣; 7 ♦; 3 ♥; 8 ♦; 7 ♥; 3 ♠; 5 ♠; 5 ♥; 2 ♠; 6 ♣; 7 ♠; 9 ♦; Ace ♦; 6 ♦; 10 ♥; 8 ♣; 3 ♣; Qn ♥; 10 ♣; Qn ♠; Knv ♦; 7 ♣; 9 ♥; 4 ♥; 6 ♥; Knv ♣; 4 ♠; Knv ♠; 10 ♦; 4 ♣; 8 ♣ 10 ♠; 5 ♦; 10 ♣; 4 ♦; 9 ♥ (bottom card).

As above arranged, the patience can be won in one deal, in a variety of ways.

SOLUTION.

Deal 9 ♠ to rubbish-heap; Qn ♦ on 9 ♠; Ace ♦ on Kg ♦ (foundation).

Take 2 ♦.

Deal 2 ♣ to space; Ace ♣ on Kg ♣; 6 ♠ on Qn ♦; 10 ♥ on 6 ♠; Ace ♠ on Kg ♠; 3 ♦ on 2 ♦; Knv ♣ on 10 ♥.

Take 2 ♣; 3 ♣; 4 ♣; 4 ♦.

Deal 9 ♠ to space; Knv ♥ on Knv ♣; 8 ♠ on Knv ♥; 2 ♣ to space; 7 ♠ to space; Qn ♣ on 8 ♠ (rubbish-heap); 8 ♦ on Qn ♣; 9 ♦ on 8 ♦; Qn ♦ on 9 ♦; 2 ♠ on Ace ♠; 7 ♥ on Qn ♦; 2 ♦ on 7 ♥; 4 ♠ to space; 8 ♥ on 2 ♦; 7 ♣ on 8 ♥; 5 ♦ on 4 ♦; 3 ♠ on 2 ♠.

Take 4 ♠; 5 ♠; 6 ♠; 7 ♠; 8 ♠; 9 ♠.

Move 7 ♣ to space; 8 ♥ (from rubbish-heap) to space; 2 ♦ to space; 7 ♥ to space.

Deal 8 ♥ (from stock) on Qn ♦; 9 ♣ on 8 ♥ (rubbish-heap); 3 ♦ to space; Qn ♥ on 9 ♣; 5 ♣ on 4 ♣; Ace ♥ (from stock) on Kg ♥ (not the king in the centre); 9 ♣ to space; 6 ♣ on 5 ♣; Ace ♠ on Kg ♠.

Take 7 ♣.

Deal Qn ♠ on Qn ♥; 7 ♦ on Qn ♠; 5 ♣ on 7 ♦; 6 ♥ to space; 2 ♥ on Ace ♥; 3 ♥ on 2 ♥; Knv ♦ on 5 ♣; 4 ♥ on 3 ♥; 10 ♠ on 9 ♠; 6 ♦ on 5 ♦; 10 ♦ on Knv ♦; Knv ♥ on 10 ♦; 2 ♥ on Ace ♥; Qn ♣ on Knv ♥; 5 ♥ on 4 ♥; Ace ♣ on Kg ♣; 7 ♦ on 6 ♦; 3 ♥ on 2 ♥; 8 ♦ on 7 ♦.

Diagram VII. shows the Example played to this point.

Take 2 ♣; 6 ♥; 7 ♥ (from depôt); 8 ♥; Knv ♠.

Move Qn♣ to space; Knv♥ to space; 10♦ to space; Knv♦ to space.

Deal 7♥ on 5♣; 3♠ on 7♥; 5♠ on 3♠; 5♥ on 5♠; 2♠ on Ace♠; 6♣ on 5♥; 7♠ on 6♣; 9♦ on 8♦; Ace♦ on Kg♦.

Take 10♦; Knv♦; 2♦; 3♦.

Move 7♠ to space; 6♣ to space; 5♥ to space; 5♠ to space; 3♠ on 2♠ (foundation).

Deal 6♦ on 7♥; 10♥ to space; 8♣ on 7♣; 3♣ on 2♣; Qn♥ on 6♦.

Take 9♣; 10♣ (from stock); Qn♠ (from stock).

Deal Knv♦ (from stock) on Qn♥; 7♣ on Knv♦ (rubbish-heap); 9♥ on 8♥; 4♥ on 3♥.

Take 5♥; 6♥ (from stock); Knv♣ (from stock); 4♠ (from stock); 10♥; Knv♥; Qn♣; 5♠.

Move 7♣ to space; Knv♦ (from rubbish-heap) to space; Qn♥ on Knv♥ (foundation); 6♦ to space; 7♥ on 6♥ (foundation); 5♣ to space.

Deal Knv♠ on 7♦; 10♦ on Knv♠; 4♣ on 3♣.

Take 5♣; 6♣; 7♣.

Deal 8♣ on 7♣; 10♠ to space; 5♦ to space; 10♣ to space; 4♦ on 3♦.

Take 5♦; 6♦.

Move 10♦ to space; Knv♠ to space; 7♦ on 6♦ (foundation); Qn♠ to space; Qn♥ to space.

Take 9♣; 10♣; 8♥; 9♥ (from stock); Qn♦.

Move 9♦ to space.

Take 8♦; 9♦; 10♦; Knv♦.

Move Qn♣ to space; 8♠ to space; Knv♥ to space.

Take Knv♣; 10♥; 6♠; Qn♦; and all the remaining cards.

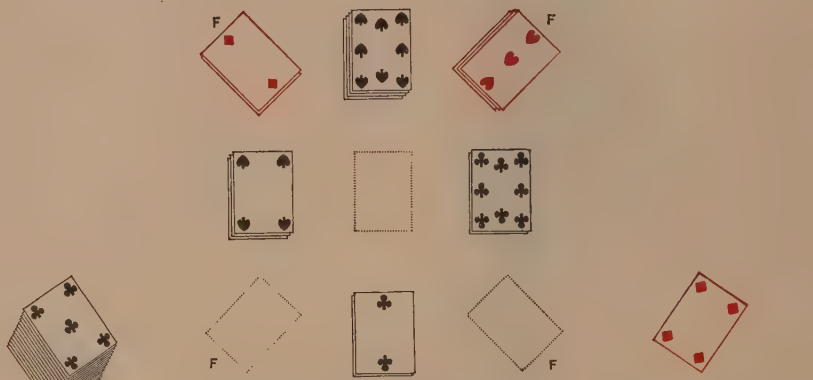
HINTS.

The main point of play is in the selection of the cards that shall be dealt to spaces. They should be cards that are likely to be soon wanted, and especially such as fill gaps in sequences. Thus, having in the depôts five and seven of clubs, fill a space with the six of clubs.

But, do not fill spaces with cards that cannot be taken during that deal, in consequence of lower cards being buried in the rubbish-heap. For instance:—Suppose one of the club foundations is completed as far as the six, and that both the sevens of clubs are buried deep in the rubbish-heap, and that the eight, ten of clubs are in depôts. If there is a space, and the nine of clubs appears on the top of the stock, it would be wasting the space to fill it with the nine of clubs, as the club sequence cannot possibly be advanced during that deal. To determine whether cards should be dealt or moved to spaces, frequent examination of the rubbish-heap is advisable.

This patience, with careful play, is in favour of the player.

DIAGRAM VIII.



STOCK.

DEPÔTS AND FOUNDATIONS.

The foundations are marked F.

RUBBISH-HEAP.

THE LITTLE WINDMILL.

THE LITTLE WINDMILL.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES.

Deal five cards, forming five depôts, arranged as in Diagram VIII.

If an ace is dealt to a depôt, it is to be moved to a foundation. If an ace is not dealt, take any ace out of the pack, and place it on a foundation.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, it is to be dealt to a foundation. And,

When a card appears on the top of the stock, which is in ascending sequence, and in suit, with the top card of any foundation, it may be dealt to the foundation. And,

When a card appears on the top of the stock, which is in descending sequence with the top card of any depôt, it may be dealt to the depôt, irrespective of suit.

A card on the top of the rubbish-heap, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A card on the top of the rubbish-heap, which is in descending sequence with the top card of any depôt, may be moved to the depôt, irrespective of suit.

A top card of a depôt, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A top card of a depôt may be moved from one depôt to another, in descending sequence, irrespective of suit.

When a space is left, by taking or moving all the cards from a depôt, a card may be dealt to the space from the top of the stock; or, a card may be moved to the space from the top of the rubbish-heap; or the top card of any depôt may be moved to the space, at the option of the player.

Cards in the depôts are placed above the lower cards, so as completely to cover them. They may be spread out and examined at any time.

When all the stock has been dealt the *merci* is

permitted of turning the rubbish-heap face downwards, and of taking the bottom card (now the top card) provided it is in ascending sequence, and in suit, with the top card of any foundation; or, of moving it to a depôt, irrespective of suit, provided it is in descending sequence with any top depôt card; or, of moving it to a space. If this card can be taken or moved, the patience proceeds as before, and the next card of the rubbish-heap may be similarly taken or moved; and so on all through the rubbish-heap, which is to remain face downwards.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts Knv♠; 9♥; 9♣; 6♥; 3♣.

Take Ace♦ out of the pack, and place it on a foundation.

Arrange the stock as below:—

3♥ (top card); 2♥; 8♠; Ace♥; 4♦; 2♣; 10♥; 8♣; 2♦; 4♠; 5♠; 5♣; 7♥; 2♠; Qn♣; 4♣; 8♦; 7♣; Kg♣; 3♠; 6♠; Kg♠; Kg♦; Knv♦; 4♥; 10♦; 8♥; 7♦; Knv♥; 10♠; Kg♥; Ace♣; 9♦; Knv♣; 6♦; Qn♦; Ace♠; Qn♠; 10♣; 5♦; 9♠; 7♠; 6♣; 5♥, Qn♥; 3♦ (bottom card).

SOLUTION.

Deal 3♥ to rubbish-heap; 2♥ on 3♣; 8♠ on 9♣; Ace♥ to foundation.

Take 2♥; 3♥.

Deal 4♦ to rubbish-heap; 2♣ on 3♣; 10♥ on Knv♠.

Move 9♥ on 10♥; 8♠ on 9♥.

Deal 8♣ on 9♣; 2♦ on Ace♦; 4♠ on 4♦; 5♠ on 6♥.

Move 4♠ on 5♠.

Diagram VIII. shows the Example played to this point.

Deal 5♣ on 4♦; 7♥ on 8♠.

Move 2♣ to space; 3♣ on 4♠; 2♣ on 3♣; 5♣ to space; 4♦ on 5♣.

Deal 2♠ to rubbish-heap; Qn♣ on 2♠ (it is probably better to bury the two of spades than to sacrifice the only space); 4♣ on Qn♣; 8♦ on 4♣; 7♣ on 8♣; Kg♣ on 8♦; 3♠ on Kg♣ (the two of spades being buried, it is not advisable to save the three); 6♠ on 7♥.

Move 4♦ to space; 5♣ on 6♠; 4♦ on 5♣; 2♣ to space; 3♣ on 4♦; 2♣ on 3♣; 4♠ to space; 5♠

to space; 6♥ on 7♣; 5♠ on 6♥; 4♠ on 5♠; 3♠ on 4♠; K♣ to space; 8♦ to space; 4♣ to space; Q♣ on K♣; 2♠ on 3♠. (It is a question of judgment whether to sacrifice all the spaces, in order to save the two of spades; probably the play, as given, is right.)

Deal K♠ to rubbish-heap; K♦ on K♠; Kv♦ on Q♣; 4♥ on 3♥; 10♦ on Kv♦; 8♥ on K♦; 7♦ on 8♦; Kv♥ on 8♥; 10♠ on Kv♥; K♥ on 10♠; A♣ to foundation; 9♦ on 10♦.

Take 2♣; 3♣; 4♣.

Move 7♦ to space; 8♦ on 9♦; 7♦ on 8♦.

Deal Kv♣ on K♥; 6♦ on 7♦.

Move Kv♣ to space; K♥ to space.

Deal Q♦ on K♥; A♠ to foundation.

Move Kv♣ on Q♦; 10♠ on Kv♣.

Deal Q♠ on Kv♥; 10♣ on Q♠; 5♦ on 6♦; 9♠ on 10♠.

Move 4♦ on 5♦.

Take 2♠; 3♠; 4♠; 5♠; 5♣; 6♠; 7♠ (from stock); 6♣ (from stock); 5♥ (from stock); 6♥; 7♥; 8♠; 9♠; 10♠; 7♣; 8♣; 9♣; 10♣; Kv♣.

Move Q♠ to space; Kv♥ to space.

Take 8♥; 9♥; 10♥; Kv♥; Q♥ (from stock); Kv♠; Q♠; 3♦; and all the remaining cards.

HINTS.

The chief point is to manage the spaces, and the suits of cards in depôts, in a manner similar to that already explained in the case of The One Pack Sultan.

This patience, with the *merci*, is in favour of the player.

DIAGRAM IX.

DEPÔTS AND FOUNDATIONS.

The ascending foundations are marked F.

The centre packet, with ace of spades on the top, is the descending pile.

THE WINDMILL.

THE WINDMILL.

Two Packs of fifty-two Cards.

To form four Ascending Sequences, irrespective of Suit, and a Pile of four Descending Sequences, irrespective of Suit.

RULES.

Deal eight cards, forming eight depôts, arranged as in Diagram IX.

If a king is dealt to a depôt, it may be placed on the centre foundation. If a king is not dealt, take any king out of the pack, and place it there to form the *Sail-axle* of the windmill.

If an ace is dealt to a depôt, it is to be placed on a foundation.

Deal the cards of the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, it may be dealt to one of the ace foundations. And,

When a card appears on the top of the stock, which is in ascending sequence with the top card of any ace foundation, it may be dealt to the foundation, irrespective of suit. And,

When a card appears on the top of the stock, which is in descending sequence with the top card of the king foundation, it may be dealt to that foundation, irrespective of suit.

A card on the top of the rubbish-heap, which is in ascending sequence with the top card of any ace foundation, may be taken, irrespective of suit. And,

A card on the top of the rubbish-heap, which is in descending sequence with the top card of the king foundation, may be taken, irrespective of suit.

A card in a depôt, which is in ascending sequence with the top card of any ace foundation, may be taken, irrespective of suit.

A card in a depôt, which is in descending sequence with the top card of the king foundation, may be taken, irrespective of suit.

Cards may not be dealt nor moved on depôt cards.

When a space is left, by taking a depôt card, the top card of the stock may be dealt to the space; or

the top card of the rubbish-heap may be moved to the space.

When the first sequence on the king foundation is completed, a second descending sequence is to be formed on the top of the first, beginning with a king, which is to be dealt or moved on the ace, as a foundation. In this way, four sequences are to be formed on the centre foundation, on the top of each other, or *piled*. It is advisable to place the second sequence at right angles to the first, forming this figure:—

the third at right angles to the second; and the fourth at right angles to the third.

To facilitate the formation of piled sequences, a top card of any ace foundation, which is in descending sequence with the top card of the king foundation, may be moved on the pile during the formation of the first or of any subsequent sequence. Only one card may be moved, at one time, from each or any of the ace foundations; and only one card may be moved from each ace foundation during the formation of any one descending sequence. When another descending sequence is begun, one card may again be moved on the king foundation from each or any of the ace foundations.

The *merci* is permitted of turning over the rubbish-heap, and of then proceeding with the patience, as in the case of The Little Windmill.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts 10♦; 8♠; 8♣; 7♣; 6♥; 4♥; 3♥; Ace♣.

Take Kg♦ out of the pack, and place it on the centre foundation.

Arrange the stock, as follows:—

2♠ (top card); Ace♠; 5♥; 6♦; 9♠; 8♦; 2♠; Qn♦; 7♦; 5♣; 10♦; 7♣; 8♥; 5♠; Knv♣; 5♠; Kg♦; 4♠; 10♣; Kg♥; Ace♠; 5♥; 4♠; 3♠; Knv♦; 2♥; 7♠; Kg♣; 3♥; 9♠; 6♣; Kg♥; Knv♠; 4♣; 2♦; 2♣; 3♦; 4♥; 10♠; Qn♣; 2♥; 10♠; 8♥; Qn♥; Ace♦; Knv♥; 3♣; 4♦; 9♦; Knv♠; 4♦; 3♣; 7♥; 9♥; Knv♣; Kg♠; 8♠; Ace♥; 10♣; 6♥; Knv♥; 10♥; 9♥; 2♦; 7♦; 7♠; 3♠; 9♣; Kg♣; 5♦; 6♦; Ace♣; 3♦; 8♣; Qn♠; 5♦; Qn♦; 5♣; 9♦; 10♥; 8♦; Knv♦; Qn♥; Kg♠; Qn♠; 6♠; 7♥; 2♣; 6♣; 9♣; Ace♥; 4♣; 6♠; Ace♦; Qn♣ (bottom card).

SOLUTION.

Take Ace ♣.

Deal 2 ♠ on Ace ♣; Ace ♠ to foundation; 5 ♥ to space.

Take 3 ♥; 4 ♥.

Deal 6 ♦ to space; 9 ♠ to space; 8 ♦ to rubbish-heap; 2 ♠ on Ace ♠; Qn ♦ on Kg ♦.

Take 5 ♥; 6 ♥.

Deal 7 ♦ on 6 ♥; 5 ♣ to space; 10 ♦ (from stock) to space; 7 ♣ (from stock) on 8 ♦; 8 ♥ on 7 ♦ (foundation); 5 ♠ on 7 ♣ (rubbish-heap); Knv ♣ on Qn ♦.

Take 10 ♦ (descending); 9 ♠; 8 ♠; 7 ♣; 6 ♦.

Deal 5 ♠ (from stock) to space; Kg ♦ to space; 4 ♠ to space; 10 ♣ on 5 ♠ (rubbish-heap); Kg ♥ on 10 ♣; Ace ♠ to foundation; 5 ♥ on Kg ♥; 4 ♠ (from stock) to space; 3 ♠ to space (not on 2 ♠, as, unless another two appears, 2 ♠ may be wanted to complete the first piled sequence).

Take 5 ♥ (from rubbish-heap); 4 ♠; 3 ♠ (descending).

Deal Knv ♦ to space; 2 ♥ on 3 ♠; 7 ♠ to space.

Move Ace ♠ (from foundation) on 2 ♥, to complete the first piled sequence.

Diagram IX. shows the Example played to this point.

Deal Kg ♣ on Ace ♠ (beginning second piled sequence); 3 ♥ on 2 ♠.

Take 4 ♠; 5 ♣.

Deal 9 ♠ to space; 6 ♣ to space; Kg ♥ on Kg ♥; Knv ♠ on Kg ♥; 4 ♣ on Knv ♠; 2 ♦ on 4 ♣.

Take 9 ♠.

Deal 2 ♣ to space; 3 ♦ on 2 ♦ (rubbish-heap); 4 ♥ on 3 ♦; 10 ♠ on 4 ♥; Qn ♣ on Kg ♣.

Take Knv ♦; 10 ♦ (descending).

Move 9 ♠ on 10 ♦.

Take 8 ♣; 7 ♠.

Move 10 ♠ (from rubbish-heap) to space; 4 ♥ to space; 3 ♦ to space.

Deal 2 ♥ to space; 10 ♠ (from stock) on 2 ♦; 8 ♥ (from stock) on 10 ♠ (rubbish-heap).

Take 6 ♣ (descending).

Deal Qn ♥ to space; Ace ♦ to foundation.

Take 5 ♠; 4 ♥ (descending); 3 ♦; 2 ♥; Ace ♦ (descending); Kg ♦ (beginning third piled sequence); Qn ♥; Knv ♥ (from stock); 10 ♠.

Move 8 ♥ (from rubbish-heap) to space; 10 ♠ (from rubbish-heap) to space.

Deal 3 ♣ to space; 4 ♦ to space; 9 ♦ on 10 ♠ (descending foundation); Knv ♠ to space; 4 ♦ to space; 3 ♣ (from stock) to space.

Move 8 ♥ (from depôt) on 9 ♦ (foundation).

Deal 7 ♥ on 8 ♥ (descending); 9 ♥ on 8 ♥ (ascending).

Take 10♠; Knv♣ (from stock).

Deal Kg♠ to space; 8♠ on 2♦; Ace♥ to foundation; 10♣ on 8♠; 6♥ on 7♥.

Move 5♣ on 6♥.

Take 4♦; 3♣ (descending); 2♣ (ascending); 3♣ (ascending); 4♦.

Move 10♣ to space; 8♠ to space; 2♦ on 3♣ (foundation).

Deal Knv♥ on 4♣ (rubbish-heap); 10♥ on Knv♥; 9♥ to space; 2♦ (from stock) on 10♥; 7♦ to space; 7♠ on 2♦ (rubbish-heap); 3♠ on 7♠; 9♣ on 3♠; Kg♣ on 9♣; 5♦ on 4♠; 6♦ on 5♦; Ace♣ on 2♦; 3♦ on Kg♣; 8♣ on 3♦.

Take Kg♠ (fourth piled sequence); Qn♠ (from stock, descending); Knv♠; 10♣ (descending); 9♥; 8♣ (from rubbish-heap); 7♦ (ascending, on 6♦); 8♠; 5♦ (from stock) on 4♦; Qn♦ (from stock) on Knv♣.

Move 3♦ to space; Kg♣ on Qn♦ (foundation); 9♣ on 8♠ (foundation); 3♠ to space; 7♠ on 8♣ (foundation); 2♦ to space; 10♥ on 9♣ (foundation); Knv♥ on 10♥ (foundation); 4♣ to space.

Deal 5♣ to space; 9♦ on Knv♠ (rubbish-heap); 10♥ on 9♦; 8♦ on 10♥; Knv♦ on 8♦; Qn♥ on Knv♥ (foundation); Kg♠ on Qn♥; Qn♠ on Knv♦; 6♠ on 5♦; 7♥ on 6♠; 2♣ to space; 6♣ on 7♠ (descending); 9♣ to space; Ace♥ to foundation.

Take 2♣; 3♦; 4♣ (from stock); 5♣ (descending); 4♣ (from depôt, descending); 3♠; 2♦.

Move Qn♠ to space; Knv♦ to space; 8♦ on 7♥ (foundation).

Take 9♣; 10♥; Knv♦; Qn♠.

Move 9♦ to space; Knv♠ to space; Kg♥ to space; Kg♥ (from rubbish-heap) on Qn♠ (foundation); 10♣ to space; 5♠ on 4♣ (foundation); 6♠ (from stock) on 5♠ (foundation). And,

Take all the remaining cards.

HINTS.

Do not fill spaces with cards that are not likely to be soon wanted. But, if duplicate cards of the same rank appear when there is more than one space, it is generally advisable to save the duplicate.

The player should endeavour to complete two or three of the piled sequences, during the early part of the play. To further this, it is advisable to leave cards in sequence on the tops of the ace foundations. Thus:—If there is an ace on one foundation, a two on the top of another, and a three on the top of another, do not hurriedly take cards which will prevent the use of the sequence cards in helping to form the centre pile.

This patience, if fairly well managed, is considerably in favour of the player.

WINDMILL PROBLEM.

End Hand. Patience to be won with a Merci.

Arrange the depôt cards as follows:—

K♦; K♥; Q♣; Kv♠; Kv♠; 6♦; 3♠; A♣.

Arrange the rubbish-heap thus:—

Q♠ (top card); 5♦; 4♦; 10♣; 9♥; 10♦; 7♦; 4♥; 8♥ (bottom card).

In the stock:—

3♣ (top card); 8♥; 9♣; 2♣ (bottom card).

Place on the ascending foundations:—

(1). Any thirteen cards, with K♠ at the top.

(2). Any thirteen cards, with K♣ at the top.

(3). Any seven cards, with 7♥ at the top.

(4). Any two cards, with 2♠ at the top.

On the descending foundation:—

All the remaining cards (forty-eight in number), in a pile, with 5♣ at the top.

SOLUTION OF WINDMILL PROBLEM.

On examining the rubbish-heap, it will be found that the bottom cards are eight, four, seven, ten.

Also, without examining the stock, it may be ascertained that the unseen cards are nine, eight, two. The suits are immaterial, as the foundations are irrespective of suit.

If the nine in the stock is saved, the player will be able, after taking the *merci*, to reach the ten in the rubbish-heap, and then to obtain three spaces. Therefore, do not take 3♣; but,

Take 3♠.

Deal 3♣ on Q♠; 8♥ on 3♣ (do not take 8♥); 9♣ to space; 2♣ on 8♥.

Take the *merci* by turning over the rubbish-heap. This will bring 8♥ to the top.

Take 8♥; 4♥ (descending); 9♣.

Move 7♦ to space.

Take 10♦; Kv♠; Q♣; K♦.

Move 9♥ to space; 10♣ to space.

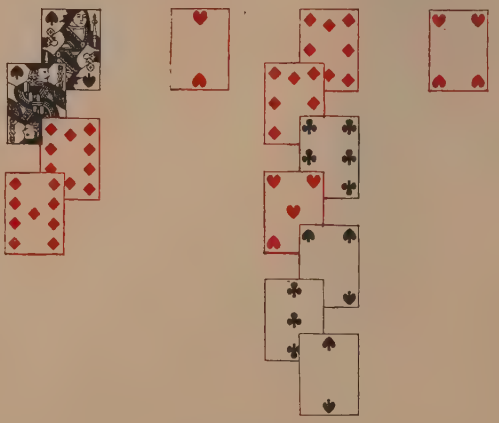
Take 4♦; 5♦ (ascending); 6♦; 7♦.

Move Q♠ to space.

Take 3♣; 8♥; 2♣; and all the remaining cards.

DIAGRAM X.

FOUNDATIONS.



STOCK.

DEPÔTS.

RUBBISH-HEAP.

THE SINGLE RAIL.

THE SINGLE RAIL.

One Pack of fifty-two Cards.

To form four Ascending Sequences, irrespective of Suit.

RULES.

Deal four cards, forming four depôts.

If an ace is dealt to a depôt move it to a foundation.

Deal the cards of the stock to a rubbish-heap. But,

When an ace appears on the top of the stock deal it to a foundation. The aces, when dealt, are placed lengthwise in a row, forming *The Single Rail (see* Diagram X).

And, when dealing, if a card appears on the top of the stock, which is in ascending sequence with the top card of any foundation, it may be dealt to the foundation, irrespective of suit. And,

When a card appears on the top of the stock, which is in descending sequence with the top card of any depôt, it may be dealt to the depôt, irrespective of suit.

A card on the top of the rubbish-heap, which is in ascending sequence with the top card of any foundation, may be taken, irrespective of suit.

A card on the top of the rubbish-heap, which is in descending sequence with the top card of any depôt, may be moved to the depôt, irrespective of suit.

A top card of a depôt, which is in ascending sequence with the top card of any foundation, may be taken, irrespective of suit.

A top card of a depôt, may be moved from one depôt to another, in descending sequence, irrespective of suit.

When a space is left by taking or moving all the cards from a depôt, a card may be dealt to the space from the top of the stock; or, a card may be moved to the space from the top of the rubbish-heap; or, the top card of any depôt may be moved to the space, at the option of the player.

When all the stock has been dealt, if the patience is blocked, the *merci* is permitted of selecting one card from any part of the rubbish-heap, and of taking or moving it, in accordance with the foregoing rules, or of filling a space with it.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts Qn♠; 2♥; 8♦; 6♣.

Arrange the stock as follows:—

8♣ (top card); Knv♠; Knv♣; 9♠; Knv♦; 2♦; Qn♥; 10♦; 3♦; Kg♠; 7♦; 10♣; 7♥; 5♥; 9♦; 3♣; 4♠; Qn♣; 2♠; 4♥; 6♠; 2♣; Qn♦; 6♥; Kg♥; 9♣; Ace♣; Knv♥; 3♥; Ace♦; 5♠; 6♦; 10♥; 5♣; Kg♣; 7♠; 4♦; 5♦; 7♣; Kg♦; 10♠; 9♥; Ace♠; 3♠; 8♠; 4♣; Ace♥; 8♥ (bottom card).

SOLUTION.

Deal 8♣ to rubbish-heap; Knv♠ on Qn♠; Knv♣ on 8♣; 9♠ on Knv♣; Knv♦ on 9♠; 2♦ on Knv♦; Qn♥ on 2♦; 10♦ on Knv♠; 3♦ on Qn♥; Kg♠ on 3♦; 7♦ on 8♦; 10♣ on Kg♠; 7♥ on 10♣.

Move 6♣ on 7♦.

Deal 5♥ on 6♣; 9♦ on 10♦; 3♣ to space; 4♠ on 5♥; Qn♣ on 7♥.

Move 3♣ on 4♠.

Deal 2♠ on 3♣; 4♥ to space; 6♠ on Qn♣; 2♣ on 6♠; Qn♦ on 2♣; 6♥ on Qn♦; Kg♥ on 6♥; 9♣ on Kg♥; Ace♣ to foundation.

Diagram X. shows the Example played to this point.

Take 2♠; 3♣; 4♠; 5♥; 6♣; 7♦; 8♦; 9♦; 10♦; Knv♠; Qn♠.

Deal Knv♥ to space; 3♥ to space; Ace♦ to foundation.

Take 2♥; 3♥; 4♥; 5♠ (from stock); 6♦ (from stock).

Move 9♣ to space; Kg♥ to space; 6♥ to space; Qn♦ on Kg♥; Knv♥ on Qn♦; 2♣ to space.

Deal 10♥ on Knv♥; 5♣ on 6♥; Kg♣ on Qn♠; 7♠ on 6♦; 4♦ on 5♣; 5♦ on 6♠; 7♣ on 5♦; Kg♦ on 7♣; 10♠ on Kg♦; 9♥ on 10♠; Ace♠ to foundation.

Take 2♣; 3♠ (from stock) on 2♣; 8♠ (from stock) on 7♠; 4♦; 5♣; 6♥; 9♣; 10♥; Knv♥; Qn♦; Kg♥.

Move 9♥ to space; 10♠ to space; Kg♦ to space; 7♣ on 6♥ (foundation).

Deal 4♣ to space; Ace♥ to foundation; 8♥ on 7♣.

Take 9♥; 10♠.

Move 5♦ to space; 6♠ to space; Qn♣ on Kg♦; 4♣ on 5♦; 7♥ to space; 6♠ on 7♥; 4♣ to space; 5♦ on 6♠; 4♣ on 5♦; 10♣ to space; Kg♠ to space; 3♦ on 4♣; Qn♥ on Kg♠.

Take 2♦; Knv♦; Qn♥; Kg♠.

Move 9♠ on 10♣; Knv♣ on Qn♣.

Take 3♦; 4♣; 5♦; 6♠; 7♥; 8♣; 9♠; 10♣; Knv♣; Qn♣; Kg♦.

HINTS

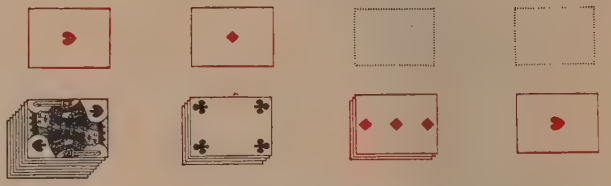
The important point in playing The Single Rail is to keep a space until a card appears which is likely to be soon wanted, or with which another space can be made by moving.

Nevertheless, it is often advisable to sacrifice the only space in preference to burying very low cards, such as twos and threes, deep in the rubbish-heap. Judgment alone can direct the player when to fill a space and when to bury. Thus in the example, it is doubtful whether the four of hearts should be used to fill the space, or whether it should be dealt to the rubbish-heap. It is very dangerous to bury duplicate low cards.

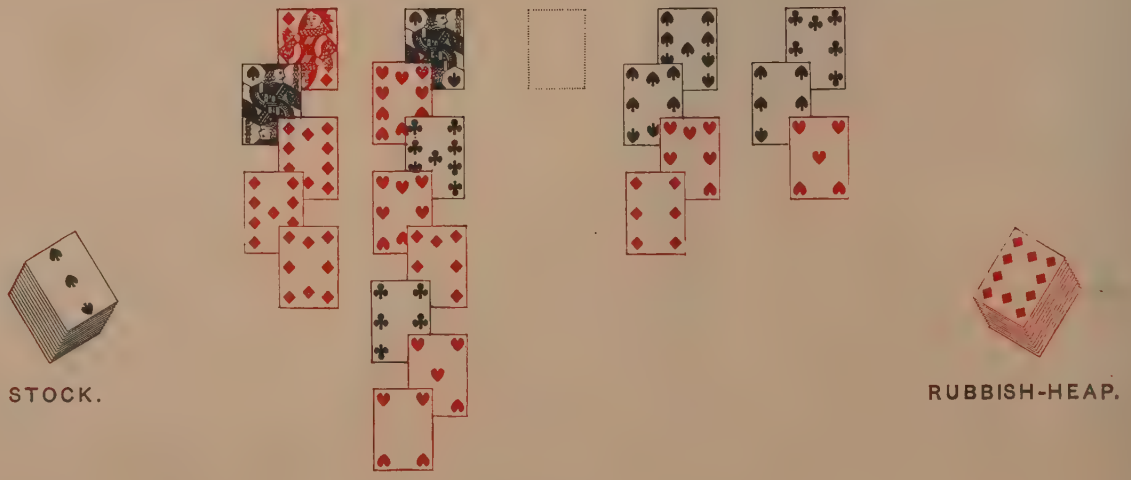
The management of sequence cards, so as to gain as many spaces as possible, demands attention. (*See* Filling Spaces, p. 16.) In the example, if after the six of hearts is moved on the seven of hearts, the player fails to make another space by moving the four of clubs as directed, but at once moves the ten of clubs to the space, the patience cannot be won.

This patience is greatly in favour of the player.

DIAGRAM XI.



FOUNDATIONS.



STOCK.

RUBBISH-HEAP.

DEPÔTS.

THE DOUBLE RAIL.

THE DOUBLE RAIL.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, irrespective of Suit.

RULES.

Deal five cards, forming five depôts.

Except as to the number of depôts, the rules of The Double Rail are the same as those of The Single Rail.

The aces, when dealt, are placed lengthwise in two rows, forming *The Double Rail*, as shown by Diagram XI.

EXAMPLE.

Deal to the depôts 4♠; 10♣; Qn♠; 8♥; 5♦.

Arrange the stock as follows:—

7♥ (top card); 6♠; Kg♣; 8♦; Ace♣; Qn♣; 6♦; 7♠; 10♥; Ace♣; 7♠; 7♣; Ace♠; 6♥; Knv♦; 9♥; 8♣; Knv♠; Knv♦; 9♣; Ace♥; 6♣; 7♦; 9♦; Ace♥; 9♠; 8♠; Kg♦; Kg♣; 3♦; 6♦; 10♠; 10♦; Kg♠; 2♥; Qn♦; Knv♠; 3♣; Qn♣; 7♦; 10♠; 6♠; Knv♣; Qn♠; 4♣; 8♥; 5♥; 6♣; 4♥; Kg♥; Qn♥; Kg♠; 2♠; 9♦; 9♠; 4♠; Ace♦; Qn♥; 7♥; 2♦; 10♦; 3♠; 8♦; 5♥; 3♦; 4♣; 3♠; Kg♥; 4♦; 2♣; 9♥; Kg♦; 10♣; 4♥; 8♠; Qn♦; 2♥; 2♠; 2♦; Knv♥; 2♣; 5♣; 5♠; 3♣; 10♥; 5♣; Ace♦; 3♥; 5♦; Knv♥; 7♣; 8♣; Knv♣; 6♥; Ace♠; 3♥; 4♦; 9♣; 5♠ (bottom card).

SOLUTION.

Deal 7♥ on 8♥; 6♠ on 7♥; Kg♣ to rubbish-heap; 8♦ on Kg♣; Ace♣ to foundation; Qn♣ on 8♦; 6♦ on Qn♣; 7♠ on 6♦; 10♥ on 7♠; Ace♣ to foundation; 7♠ on 10♥.

Move 5♦ on 6♠.

Deal 7♣ to space; Ace♠ to foundation; 6♥ on 7♣; Knv♦ on Qn♠.

Move 10♣ on Knv♦.

Deal 9♥ on 10♣; 8♣ on 9♥; Knv♠ to space.

Move 7♠ on 8♣; 10♥ on Knv♠.

Deal Knv♦ on 7♠ (rubbish-heap); 9♣ on 10♥; Ace♥ to foundation.

Move 6♥ on 7♠; 5♦ on 6♥; 4♠ on 5♦; 6♠ on 7♣; 7♥ to space; 8♥ on 9♣.

Deal 6♣ to space; 7♦ on 8♥; 9♦ on Knv♦; Ace♥ to foundation.

Move 6♣ on 7♦.

Deal 9♠ to space; 8♠ on 9♠; Kg♦ on 9♦; Kg♣ on Kg♦; 3♦ on 4♠.

Move 7♥ on 8♠.

Deal 6♦ on 7♥; 10♠ on Kg♣; 10♦ on 10♠; Kg♠ on 10♦; 2♥ on Ace♣.

Take 3♦; 4♠; 5♦; 6♥; 7♠; 8♣; 9♥; 10♣; Knv♦; Qn♠; Kg♠.

Deal Qn♦ to space; Knv♠ on Qn♦.

Move 10♦ on Knv♠.

Deal 3♣ on 10♠ (some players would deal it to space, as it is a low card likely to be soon wanted; but as there is no three buried, and therefore six threes are left in the stock, the chances are probably in favour of keeping the space. As the cards happen to run, the patience can be won either way); Qn♣ on 3♣; 7♦ on Qn♣; 10♠ on 7♦; 6♠ on 10♠; Knv♣ on 6♠; Qn♠ on Knv♣; 4♣ on Qn♠; 8♥ on 4♣; 5♥ on 6♣; 6♣ on 8♥; 4♥ on 5♥; Kg♥ on 6♣; Qn♥ on Kg♥; Kg♠ on Qn♥; 2♠ on Ace♣; 9♦ on 10♦; 9♠ on Kg♠; 4♠ on 9♠; Ace♦ to foundation; Qn♥ on 4♠; 7♥ on Qn♥; 2♦ on Ace♠; 10♦ on 7♥; 3♠ on 2♠; 8♦ on 9♦; 5♥ on 6♠; 3♦ on 2♦; 4♣ on 3♠.

Diagram XI. shows the Example played to this point.

Take 5♥; 6♠; 7♣; 8♦; 9♦; 10♦; Knv♠; Qn♦; 4♥; 5♥; 6♣; 7♦; 8♥; 9♣; 10♥; Knv♠.

Move 10♦ to space; 7♥ to space; Qn♥ on Knv♠ (foundation); 4♠ to space; 9♠ on 10♦; Kg♠ on Qn♦ (foundation); Qn♥ to space; Kg♥ on Qn♥ (foundation); 6♣ on 7♥; 8♥ on 9♠.

Deal 3♠ on 4♠; Kg♥ (from stock) on 4♣; 4♦ on Kg♥ (rubbish-heap); 2♣ on Ace♥.

Take 3♠; 4♠.

Move 6♣ to space; 7♥ on 8♥; 6♣ on 7♥; 4♦

to space; Kg♥ (from rubbish-heap) to space; Qn♥ on Kg♥ (depôt).

Deal 9♥ on 4♣; Kg♦ on 9♥; 10♣ on Kg♦; 4♥ on 10♣; 8♠ on 4♥; Qn♦ on 8♠; 2♥ on Ace♥; 2♠ on Ace♦; 2♦ on Qn♦; Knv♥ on Qn♥; 2♣ to space; 5♣ on 4♠; 5♠ on 6♦; 3♣ on 2♥.

Take 6♣; 7♥; 8♥; 9♠; 10♦; Knv♥; Qn♥; Kg♥; 4♦; 5♠; 6♦; 7♥; 8♠; 9♠.

Deal 10♥ on 9♠; 5♣ to space; Ace♦ to foundation; 3♥ on 2♠.

Move 2♦ (from rubbish-heap) on Ace♦ (foundation); Qn♦ to space; 8♠ to space; 4♥ on 3♥ (foundation); 10♣ to space.

Deal 5♦ on 4♥; Knv♥ on 10♥.

Take Qn♦; Kg♦.

Move 9♥ on 10♣; 4♣ on 5♣; Qn♠ to space; Knv♣ on Qn♠; 6♠ on 5♦ (foundation); 10♠ on Knv♣.

Take 7♦; 8♠; 9♥; 10♠; Knv♣; Qn♣ (from rubbish-heap); 3♣; 4♣; 5♣.

Move 10♠ to space; Kg♣ to space; Kg♦ on Qn♣ (foundation); Qn♠ on Kg♣; 9♦ on 10♣; Knv♦ on Qn♠; 7♠ to space; 6♦ on 5♣ (foundation).

Deal 7♣ (from stock) on 6♦; 8♣ on 7♣.

Take 9♦; 10♣.

Deal Knv♣ on 10♣; 6♥ to space; Ace♠ to foundation.

Take 2♣; Qn♣.

Deal 3♥ on 2♣; 4♦ on 3♥; 9♣ to space.

Take 5♠; and all the remaining cards.

HINTS.

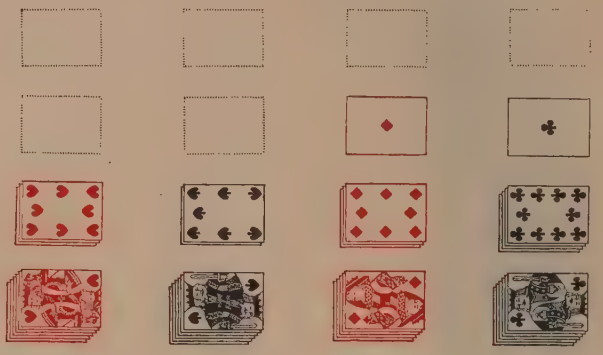
Players who know The Single Rail will require no further hints.

In The Double Rail it is not so dangerous to bury duplicate cards; but it is very risky to bury triplicate small or medium cards.

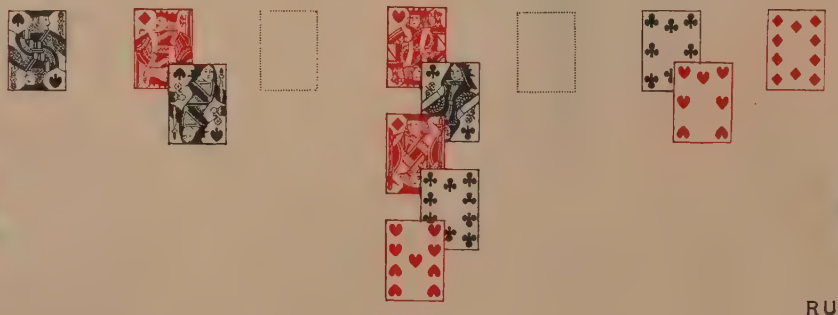
With careful play, this patience is in favour of the player.

For Double Rail Problem, *see* p. 63.

DIAGRAM XII.



FOUNDATIONS.



STOCK. DEPÔTS. RUBBISH-HEAP.

THE JUNCTION.

THE JUNCTION.

Four Piquet Packs.

To form sixteen Ascending Sequences, following Suit.

RULES.

Deal seven cards, forming seven depôts.

The rules are the same as for The Single Rail, with the following exceptions:—

The foundations follow suit.

Only red cards may be dealt or moved on black; or black on red.

The foundations are placed lengthwise, in four rows, forming *The Junction* of two double rails, as shown in Diagram XII.

EXAMPLE.

Deal to the depôts Knv♠; 10♦; Kg♦; 8♣; Knv♦; Ace♥; Knv♥.

Arrange the stock as follows:—

Qn♠ (top card); Qn♥; 7♠; 7♥; Knv♦; 7♣; Qn♥; 10♥; 7♥; 9♣; Knv♦; 9♥; 8♠; 7♥; 10♣; Kg♣; Ace♠; 8♦; 9♣; Ace♦; Kg♥; 10♠; 10♥; 8♥; Qn♣; 9♠; 8♦; 9♠; Kg♠; Kg♦; 8♦; Knv♠; Ace♦; 8♣; Knv♠; Kg♣; Ace♣; Qn♣; 10♣; Qn♣; Kg♦; Ace♣; 10♠; 8♥; Knv♣; 7♦; 8♥; 10♥; Knv♦; 7♠; Qn♠; 10♣; Ace♣; 7♦; Ace♦; Qn♦; Kg♥; Ace♥; Qn♠; 9♥; 9♦; 10♦; 8♣; Kg♥; Kg♠; 7♣; 7♥; 10♣; Ace♠; Qn♥; Knv♠; Knv♥; 8♣; Qn♦; Qn♣; 9♥; 7♠; Knv♥; Kg♣; 9♥; Ace♠; Kg♦; Kg♣; Qn♦; 7♣; 7♠; 9♣; Knv♥; 10♦; 10♠; 7♦; 10♠; 9♠; Qn♠; 7♣; 10♦; Ace♠; 9♠; 9♦; 9♦; 8♠; 8♠; 10♥; Ace♣; Kg♠; Qn♥; 8♦; Knv♣; Kg♥; 8♥; Ace♥; 8♠; 7♦; Ace♦; Qn♦; 9♣; Knv♣; Kg♠; Knv♣; Ace♥; 9♦ (bottom card).

SOLUTION.

Move Ace ♥ to foundation.

Deal Qn ♠ on Kg ♦; Qn ♥ to space.

Move Knv ♥ on Qn ♠; Knv ♠ on Qn ♥; 10 ♦ on Knv ♠.

Deal 7 ♠ to space; 7 ♥ on Ace ♥; Knv ♦ (from stock) to rubbish-heap; 7 ♣ to space; Qn ♥ on Knv ♦ (rubbish-heap); 10 ♥ on Qn ♥; 7 ♥ (from stock) on 8 ♣; 9 ♣ on 10 ♦; Knv ♦ (from stock) on 10 ♥; 9 ♥ to space; 8 ♠ on 9 ♥; 7 ♥ on Knv ♦ (rubbish-heap).

As a rule, low cards should not be buried early in the hand; but in this case there is already a 7 ♥ in a depôt, and burying retains the chance of taking 7 ♠, 8 ♠, or 7 ♣, 8 ♣, whichever ace happens to appear first.

Deal 10 ♣ on Knv ♥; Kg ♣ on 7 ♥ (rubbish-heap); Ace ♠ to foundation.

Take 7 ♠; 8 ♠.

Move 9 ♥ on 10 ♣; 7 ♥ (over 8 ♣) to space; 8 ♣ on 9 ♥; 7 ♥ (in depôt) on 8 ♣; 9 ♣ to space; 10 ♦ to space; 9 ♣ on 10 ♦; Knv ♠ to space; Kg ♣ to space; Qn ♥ on Kg ♣; Knv ♠ on Qn ♥; 9 ♣ to space; 10 ♦ on Knv ♠; 9 ♣ on 10 ♦; 7 ♥ (from rubbish-heap) to space.

Deal 8 ♦ on 9 ♣; 9 ♣ (from stock) on Knv ♦ (rubbish-heap); Ace ♦ to foundation; Kg ♥ on 9 ♣; 10 ♠ on Knv ♦; 10 ♥ on Kg ♥; 8 ♥ on 7 ♥ (foundation); Qn ♣ to space; 9 ♠ on 8 ♠.

Take 10 ♠.

Move 7 ♣ on 8 ♦ (depôt); 10 ♥ to space; Kg ♥ to space; Qn ♣ on Kg ♥; Knv ♦ on Qn ♣; 9 ♣ on 10 ♥.

Deal 8 ♦ on 9 ♣; 9 ♠ on Knv ♦ (rubbish-heap); Kg ♠ on 9 ♠; Kg ♦ on Kg ♠; 8 ♦ (from stock) on Kg ♦; Knv ♠ on 10 ♠; Ace ♦ to foundation; 8 ♣ to space; Knv ♠ (from stock) on 8 ♦ (rubbish-heap); Kg ♣ on Knv ♠ (rubbish-heap); Ace ♣ to foundation.

Take 7 ♣; 8 ♣.

Move 7 ♥ (over 8 ♣) to space; 8 ♣ (over 9 ♥) to space; 7 ♥ on 8 ♣ (depôt); 9 ♥ to space (do not take 9 ♥ at present, as a space would be sacrificed); 10 ♣ on Knv ♦; 9 ♥ on 10 ♣; Knv ♥ to space.

Take Qn ♠.

Deal Qn ♣ on Kg ♦.

Move Knv ♥ on Qn ♣.

Deal 10 ♣ on Knv ♥; Qn ♣ on Kg ♣; Kg ♦ on Qn ♣; Ace ♣ to foundation; 10 ♠ on Kg ♦; 8 ♥ (from stock) on 10 ♠; Knv ♣ on 8 ♥ (rubbish-heap); 7 ♦ on Ace ♦.

Take 8 ♦ (over 9 ♣, 10 ♥); 9 ♣; 10 ♣; Knv ♣; 9 ♥; 10 ♥; Knv ♥; Qn ♣.

Deal 8 ♥ (from stock) to space; 10 ♥ on 8 ♥ (rubbish-heap); Knv ♦ on 10 ♥; 7 ♠ on 8 ♥; Qn ♠ on Kg ♦.

Move Knv ♦ on Qn ♠.

Deal 10 ♣ (from stock) on Knv ♦; Ace ♣ to foundation; 7 ♦ on Ace ♦; Ace ♦ (from stock) to foundation; Qn ♦ on 10 ♥; Kg ♥ on Qn ♦; Ace ♥ to foundation.

Take 7♥ (in depôt by itself); 8♦.

Move 9♣ to space; 10♦ to space; 9♣ on 10♦; Knv♠ to space.

Take Qn♥; Kg♥.

Move Qn♦ on Kg♣.

Deal Qn♠ (from stock) on 10♥; 9♥ on 10♣ (over Knv♦, Qn♣); 9♦ on 8♦; 10♦ on 9♦; 8♣ on 9♥; Kg♥ (from stock) on Qn♠ (rubbish-heap); Kg♠ on Qn♠ (foundation); 7♣ on Ace♣; 7♥ (from stock) on Kg♥ (rubbish-heap, not on 8♣); 10♣ (from stock) on 7♥ (rubbish-heap); Ace♠ to foundation; Qn♥ on 10♣ (rubbish-heap); Knv♠ (from stock) on Qn♥.

Take 7♠; 8♥; 8♣; 9♣; 10♣; Knv♦; Qn♦; Kg♣.

Diagram XII. shows the Example played to this point.

There is now one sequence of each suit completed, all but one card; four spaces can be obtained if required (by refraining from taking the nine of hearts); and, there is nothing of great importance buried. The position is therefore highly favourable to the player; and the patience ought to be won unless the undealt cards lie very badly indeed.

The policy of the player should be not to fill spaces until cards appear that are likely to be urgently wanted, or that enable him to take or move a large number of cards.

Deal Knv♥ on Qn♠; 8♣ on Knv♠ (rubbish-heap); Qn♦ (from stock) on 8♣; Qn♣ on Qn♦ (rubbish-heap); 9♥ (from stock) on 8♥; 7♠ (from stock) to space); Knv♥ (from stock) on Qn♣; Kg♣ (from stock) on Knv♥ (rubbish-heap); 9♥ (from stock) on Kg♣ (rubbish-heap); Ace♠ to foundation; Kg♦ on Qn♦; Kg♣ (from stock) on 9♥ (rubbish-heap); Qn♦ on Kg♣ (rubbish-heap); 7♣ on Ace♣; 7♠ (from stock) on Qn♦; 9♣ on 10♦; Knv♥ (from stock) on 7♠ (rubbish-heap); 10♦ on Knv♥ (rubbish-heap); 10♠ on Knv♥ (depôt); 7♦ on Ace♦.

Take 7♠.

Move 7♥ to space; 9♥ to space.

Take 8♣; 9♣; 10♣ (over Knv♦).

Deal 10♠ (from stock) on Knv♦; 9♠ on 10♦ (depôt); Qn♠ on 10♦ (rubbish-heap); 7♣ on Qn♠; 10♦ on 7♣; Ace♠ to foundation; 9♠ (from stock) on 10♦ (rubbish-heap); 9♦ on 8♦; 9♦ on 10♠ (over Knv♦); 8♠ on 7♠; 8♠ on 7♠; 10♥ on 9♥ (foundation); Ace♣ to foundation.

Take 9♠; 9♠; 10♠; Knv♠; Knv♥; Qn♠; 10♦ (from rubbish-heap); 7♣.

Deal Kg♠ on Qn♠ (foundation); Qn♥ on Knv♥; 8♦ on 7♦; Knv♣ on 10♣; Kg♥ on Qn♥; 8♥ on Qn♠; Ace♥ to foundation.

Take 7♥; 8♥; 9♥; 9♦; 10♦; 10♠; Knv♦; Qn♣.

Move Qn♠ on Kg♥; 10♦ (from rubbish-heap) to space; Knv♥ to space.

Take 7♠; Qn♦; Kg♦; Kg♣.

Move 9♥ (from rubbish-heap) to space; Kg♣

(from rubbish-heap) to space; Knv♥ (from rubbish-heap) to space; Qn♣ to space; Qn♦ on Kg♣.

Take 8♣; Knv♠; Qn♠.

Move Qn♣ on Kg♥; Knv♥ on Qn♣; Qn♥ to space; 10♣ on Knv♥ (over Qn♣; 7♥ to space; 9♥ on 10♣; Kg♥ to space; Qn♠ on Kg♥.

Take 10♥; Knv♥; Qn♥.

Deal 8♠ on 7♠; 7♦ to space; Ace♦ to foundation; Qn♦ (from stock) to space; 9♣ on 8♣; Knv♣ on 10♣; Kg♠ on Qn♠ (foundation); Knv♣ (from stock) on Qn♦; Ace♥ to foundation.

Take 7♦; 7♥; 8♥; 9♥; 10♣; Knv♣.

Move 10♠ on Knv♥; Kg♦ to space.

Take Qn♣; Kg♣.

Move Knv♠ on Qn♦.

Take 8♦; 9♦; 10♦ (from depôt).

Move Kg♦ to space; Kg♠ to space.

Take 9♠; Knv♦; 10♥; and all the remaining cards.

HINTS.

The instructions as to the management of spaces are very similar to those already given for The Single and Double Rails. It is advisable to keep two spaces when practicable, unless cards appear that are likely to be soon wanted, or that may enable the player soon to move or take a considerable number of cards.

Bearing in mind that red can only be dealt on black in depôt, and *vice versâ*, and that red can only be moved on black, or black on red, it is not advisable, when taking, to run off long sequences of one colour to the exclusion of the other.

Well managed, this patience is considerably in favour of the player.

The Single Rail, Double Rail, and Junction are very similar in principle.

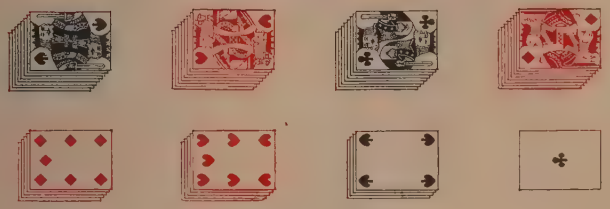
Of the three, the Double Rail will be found the most interesting by good patience players, the chances not being so much in favour of the player as in the case of the other two.

That patience is therefore selected for the following problem.

DOUBLE RAIL PROBLEM.

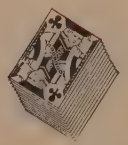
End Hand. Patience to be won with a Merci.

DIAGRAM XIII.



FOUNDATIONS.

DEPÔTS.



RUBBISH-HEAP.

Arrange the depôts and foundations as above.

In the rubbish-heap:—

Knv♣ (top card); 6♣; 10♦; 9♦; Qn♠; 9♥; 8♣; Knv♠; 5♠; 6♥; 8♠; 10♣; 8♥; Qn♦; Kg♣; 3♠; 9♥; 10♥; Knv♥; Kg♦; 5♥; 7♦; 8♦; Qn♣; 2♦; 10♥ (bottom card).

SOLUTION

OF

DOUBLE RAIL PROBLEM.

Take as *merci* any eight (except 8♣).

Take 8♠ *(merci)* on 7♦; take 9♦.

Move Knv♣ to space; 6♣ on 7♠.

Take 10♦; Knv♣.

Move 9♦ to space.

Take Qn♠; Kg♠.

Move 9♥ to space.

Take 8♣; 9♥.

Move Knv♠ to space.

Take 5♠; 6♥; 10♣; Knv♠.

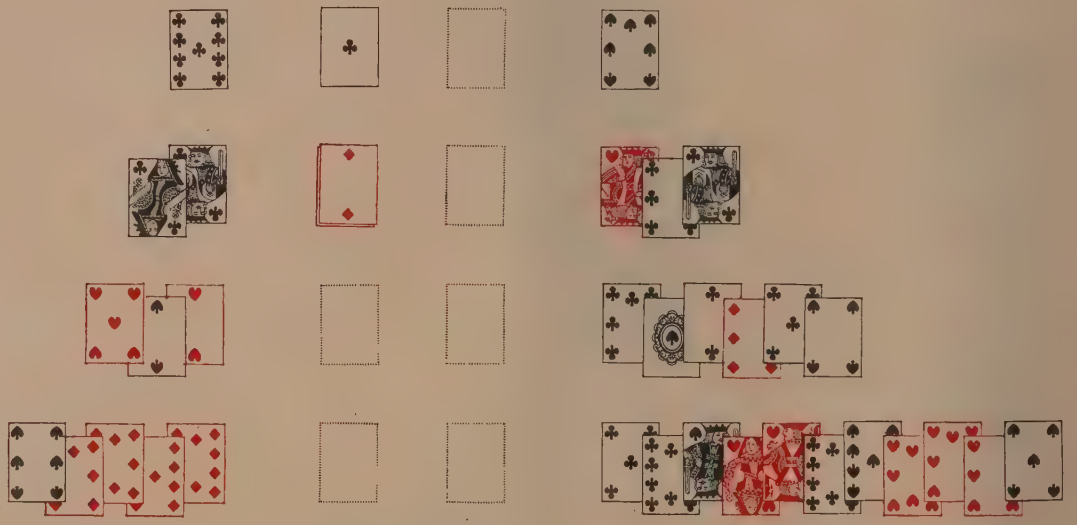
Move 6♣ to space; 8♥ on 9♦ (do not take 7♠; 8♥; 9♦); 7♠ on 8♥; 6♣ on 7♠.

Take Qn♦; Kg♣.

Move 3♠ on 4♥; 9♥ to space; 10♥ on Knv♦; 9♥ on 10♥; Knv♥ to space; Kg♦ to space; 5♥ on 6♣.

Take 7♦; 8♦; 9♥; 10♥; Knv♥; Qn♣; Kg♦; and all the remaining cards.

DIAGRAM XIV.



THE SPREAD EAGLE.

THE SPREAD EAGLE.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

Deal eight depôts of four cards each (arranged as shown in Diagram XIV.), with room between for the foundation cards.

Top depôt aces are to be taken on foundations.

A top depôt card, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A top depôt card, which is in descending sequence with the top card of any other depôt, may be moved from one depôt to the other, irrespective of suit.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, it is to be dealt to a foundation. And,

When a card appears on the top of the stock, which is in ascending sequence, and in suit, with the top card of any foundation, it may be dealt on the foundation. And,

When a card appears on the top of the stock, which is in descending sequence with the top card of any depôt, it may be dealt to the depôt, irrespective of suit.

A card on the top of the rubbish-heap, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken. And,

The top card of the rubbish-heap, when in descending sequence with the top card of any depôt, may be moved to the depôt, irrespective of suit.

When a space is left, by taking or moving all the cards from a depôt, the top card of the stock may be dealt to the space; or, the top card of the rubbish-heap may be moved to the space; or, a king, on the top of a depôt, may be moved to the space. Some players move any top depôt card to a space (whether a king or not): this rule is only suitable for those who like very easy patiences.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts:—

9♣ (bottom card);	Kg♣;	2♦;	5♠ (top card).	
8♥ „ „ ;	Qn♣;	4♠;	8♦ „ „	
2♥ „ „ ;	2♠;	5♥;	7♦ „ „	
10♦ „ „ ;	Ace♦;	9♠;	Qn♥ „ „	
7♠ „ „ ;	6♥;	7♥;	6♠ „ „	
Kg♥ „ „ ;	6♣;	Kg♣;	9♦ „ „	
7♣ „ „ ;	Ace♠;	2♣;	6♦ „ „	
5♣ „ „ ;	10♣;	Kg♠;	5♣ „ „	

Arrange the stock as below:—

10♠ (top card); 9♥; Kg♠; 10♣; Knv♥; Ace♣; 8♣; 8♠; 9♦; 8♦; Qn♥; 8♥; Ace♣; 4♣; Qn♠; 2♣; 6♦; 8♠; 5♠; 9♥; 5♥; 4♣; 9♠; 7♠; 10♠; Kg♦; Qn♣; Knv♥; Kg♥; Knv♣; Knv♠; Kg♦; Qn♦; 3♠; 7♦; 6♥; 3♦; Knv♠; Ace♥; 3♥; 3♣; 10♥; 6♠; 6♣; 3♣; 5♦; 2♦; 7♣; 7♥; 4♦; 3♦; 3♠; 5♦; Knv♣; 4♦; Qn♦; Ace♠; 2♠; Ace♥; 4♥; 2♥; 4♠; Knv♦; Knv♦; 4♥; 8♣; 10♦; 10♥; 9♣; Ace♦; 3♥; Qn♠ (bottom card).

SOLUTION.

Deal 10♠ to rubbish-heap; 9♥ on 10♠; Kg♠ on 9♥; 10♣ on Kg♠; Knv♥ on 10♣; Ace♣ to foundation.

With 8♣ on the top of the stock, the best game is probably to move and take as follows:—

Move 5♣ on 6♦; Qn♥ on Kg♠; Knv♥ on Qn♥; 10♣ on Knv♥; 9♠ on 10♣.

Take Ace♦.

Move 9♦ on 10♦; 8♦ on 9♦; 7♦ on 8♦; 6♠ on 7♦; 4♠ on 5♣; Qn♣ on Kg♣; 8♥ on 9♠; 7♥ on 8♥; 6♥ on 7♥; 5♠ on 6♥.

Take 2♦.

Move Kg♣ to space; Qn♣ (over Kg♣) on Kg♣ (in depôt by itself).

Diagram XIV. shows the Example played to this point.

Deal 8♣ on 9♣.

Move 7♠ on 8♣.

Deal 8♠ to space.

Move 7♠ on 8♠; 6♠ on 7♠; 5♠ on 6♠; 4♠ on 5♠; 5♣ on 6♥; 6♦ on 7♦.

Take 2♣; Ace♠.

Move 7♣ on 8♣; Kg♣ to space; 6♣ on 7♣; 5♣ on 6♣; 5♥ on 6♥.

Take 2 ♠.

Deal 9 ♦ on Kg ♠; 8 ♦ on 9 ♦; Qn ♥ on Kg ♥; 8 ♥ on 8 ♦; Ace ♣ to foundation; 4 ♣ on 5 ♣; Qn ♠ on 8 ♥ (not on Kg ♣, as if all the kings are covered, and the opportunity arises of releasing the depôt cards under Kg ♠, there will be no king on which to move Qn ♥, over Kg ♠); 2 ♣ (from stock) on Ace ♣; 6 ♦ (from stock) on Qn ♠; 8 ♠ on 6 ♦ (rubbish-heap); 5 ♠ on 8 ♠; 9 ♥ on 5 ♠; 5 ♥ (from stock) on 9 ♥; 4 ♣ (from stock) on 5 ♥ (rubbish-heap); 9 ♠ on 4 ♣ (rubbish-heap); 7 ♠ on 9 ♠; 10 ♠ on 7 ♠; Kg ♦ on 10 ♠; Qn ♣ (from stock) on Kg ♦; Knv ♥ on Qn ♥ (depôt); Kg ♥ on Qn ♣ (rubbish-heap); Knv ♣ on Kg ♥ (not on Qn ♣, in order to keep a top depôt queen, for the reason already pointed out in respect of Qn ♠); Knv ♠ on Knv ♣; Kg ♦ on Knv ♠; Qn ♦ on Kg ♦; 3 ♠ on 4 ♠; 7 ♦ on Qn ♦; 6 ♥ on 7 ♦; 3 ♦ on 2 ♦; Knv ♠ on 6 ♥; Ace ♥ to foundation.

Take 2 ♥.

Deal 3 ♥ on 2 ♥; 3 ♣ on 2 ♣; 10 ♥ to space (not on Knv ♥).

The *coup* which has been in contemplation for some time can now be played, and the cards below Kg ♠ released, thus:—

Take 3 ♠; 4 ♠; 5 ♠; 6 ♠ (over 7 ♠, in depôt); 7 ♠ (do not take 8 ♠); 4 ♣; 5 ♣; 6 ♣ (do not take 7 ♣).

Move 5 ♥ on 6 ♦; 6 ♥ on 7 ♣; 7 ♥ on 8 ♠; 6 ♥ on 7 ♥.

Take 7 ♣; 8 ♣ (do not take 9 ♣).

Move 8 ♥ on 9 ♣; 9 ♠ on 10 ♥; 10 ♣ (over Knv ♥) on Knv ♥ (over Qn ♥, Kg ♥); Knv ♥ on Qn ♣; Qn ♥ on Kg ♣; Knv ♥ on Qn ♥; 10 ♣ (over Knv ♥) on Knv ♥ (over Qn ♥, Kg ♣); 9 ♠ on 10 ♣; 10 ♥ on Knv ♥; 8 ♥ on 9 ♠; Kg ♠ to space.

Take 9 ♣; 10 ♣.

Move Knv ♠ on Qn ♣; 6 ♥ (from rubbish-heap) to space; 5 ♣ on 6 ♥ (in depôt by itself); 7 ♦ to space; 6 ♥ (over 7 ♥) on 7 ♦; 7 ♥ on 8 ♥; 6 ♥ on 7 ♥; 5 ♥ on 6 ♥; 5 ♣ on 6 ♦; 6 ♥ on 7 ♦; 5 ♣ on 6 ♥.

Take 8 ♠.

Move Qn ♦ to space; Kg ♦ to space; Qn ♦ on Kg ♦; Knv ♠ (from rubbish-heap) to space; Knv ♠ (over Qn ♣) on Qn ♦.

Take Knv ♣; Qn ♣; Kg ♣.

Move Kg ♥ to space; Qn ♣ on Kg ♥; Knv ♠ (in depôt by itself) on Qn ♣; Kg ♦ to space; 10 ♠ on Knv ♠ (over Qn ♦).

Deal 6 ♠ on 7 ♠; 6 ♣ on 6 ♠; 3 ♣ on 2 ♣; 5 ♦ on 6 ♦; 2 ♦ on 6 ♣; 7 ♣ on 2 ♦; 7 ♥ on 7 ♣; 4 ♦ on 3 ♦ (foundation); 3 ♦ (from stock) on 7 ♥; 3 ♠ on 3 ♦; 5 ♦ (from stock) on 3 ♠; Knv ♣ on 5 ♦ (rubbish-heap); 4 ♦ (from stock) on Knv ♣; Qn ♦ on Kg ♦; Ace ♠ to foundation; 2 ♠ on Ace ♠; Ace ♥ to foundation; 4 ♥ on 3 ♥; 2 ♥ on Ace ♥.

Take 5 ♦; 6 ♦; 7 ♦; 8 ♦; 9 ♦; 10 ♦; 5 ♥; 6 ♥; 7 ♥; 8 ♥; 9 ♠; 10 ♠; Knv ♠ (over Qn ♦).

Move 4♦ on 5♣; Knv♣ on Qn♦; 5♦ to space.

Take 3♠; 4♠ (from stock); Knv♦ (from stock); Qn♦; Kg♦.

Move 4♦ on 5♦; 3♦ on 4♦.

Deal Knv♦ to space; 4♥ on 5♣; 8♣ on 7♥; 10♦ on Knv♦; 10♥ (from stock) on Knv♣; 9♣ on 10♣; Ace♦ to foundation; 3♥ on 2♥; Qn♠ on Knv♠.

Take Kg♠; 4♥.

Move 8♣ on 9♣; 7♥ to space; 7♣ on 8♣; 2♦ on Ace♦ (foundation); 6♣ on 7♣.

Take 3♦, 4♦; 5♦.

Move 6♠ on 7♥; 7♠ to space; 9♠ on 10♦.

Take 4♣; 5♣; 6♣; 7♣; 8♣; 9♣; 10♣; 5♥; 6♥; 9♥; 10♥ (over Knv♣); Knv♥; Qn♥; 5♠; 6♠; 7♠; 8♠; 9♠; 6♦; 7♦; 7♥; Knv♣.

Move Qn♠ to space.

Take 8♥; 8♦; 9♦.

Move Kg♠ to space. And,

Take all the remaining cards.

HINTS.

The usual caution not to take cards merely because they happen to be available, applies very forcibly to this patience.

Cards may, however, always be taken which tend to make all the foundations equal. Thus:—Seven foundations have been played to, and the top card of the lowest is a five. The ace, two, three, four, five, of the eighth foundation should be taken whenever available.

The top cards of the various depôts should be kept, as far as possible, in sequence, as such a combination facilitates the moving and placing of cards which may be wanted. Several illustrations occur in the Example.

The above consideration must, of course, be subject to the state of the game, and to the requirements of the player as regards spaces, for the purposes of moving or saving. When to save cards is a matter of judgment, about which no positive rule can be laid down; but, when in doubt, generally prefer to deal to the rubbish-heap, unless cards likely to be soon wanted are deeply buried.

When moving, if cards of equal rank present themselves, form sequences in the depôts of cards of the same suit, by preference. Several instances appear in the Example.

The Spread Eagle, with shrewd management, is rather in favour of the player.

SPREAD EAGLE PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as under:—

(1). 6♥ (bottom card); 2♥; Kg♠; Qn♦ (top card). (2). 3♥. (3). 9♥ (bottom card); 8♥; 7♥ (top card). (4). 6♥ (bottom card); Knv♥; Knv♦; 10♥ (top card). (5). Knv♦; (bottom card); Qn♠; Kg♦; Qn♦ (top card). (6). 5♥ (bottom card); 4♥; Qn♥; Knv♥; 10♥ (top card). (7). 9♥ (bottom card); Kg♥. (8). 8♥ (bottom card); Qn♥; 9♦ (top card).

In the stock:—

Kg♦ (bottom card); 10♦.

In the rubbish heap:—

Kg♥ (bottom card); 7♥.

Arrange the foundation sequences thus:—

(1). Ace♠ to Kg♠ (top). (2). Ace♠ to Knv♠ (top). (3). Ace♥ to 5♥ (top). (4). Ace♥. (5). Ace♣ to Kg♣ (top). (6). Ace♣ to Kg♣ (top). (7). Ace♦ to 8♦ (top). (8). Ace♦ to 10♦ (top).

SOLUTION OF SPREAD EAGLE PROBLEM.

If 9♦ is taken, the patience is blocked. Therefore,

Move 9♦ on 10♥ (over Knv♥); Qn♥ on Kg♥; 7♥ (over 8♥) on 8♥ (in depôt by itself); 8♥ (over 9♥) on 9♦; 9♥ on 10♥; 7♥ (over 8♥) on 8♥ (over 9♦); 8♥ (in depôt by itself) on 9♥.

Deal 10♦ to rubbish-heap; Kg♦ to space.

Move Qn♦ (over Kg♦) on Kg♦ (in depôt by itself); Kg♦ (over Qn♠) to space; Qn♦ (over Kg♠) on Kg♦.

Take Qn♠; Kg♠; 2♥; 3♥; 6♥; 7♥; 8♥: (over 9♦).

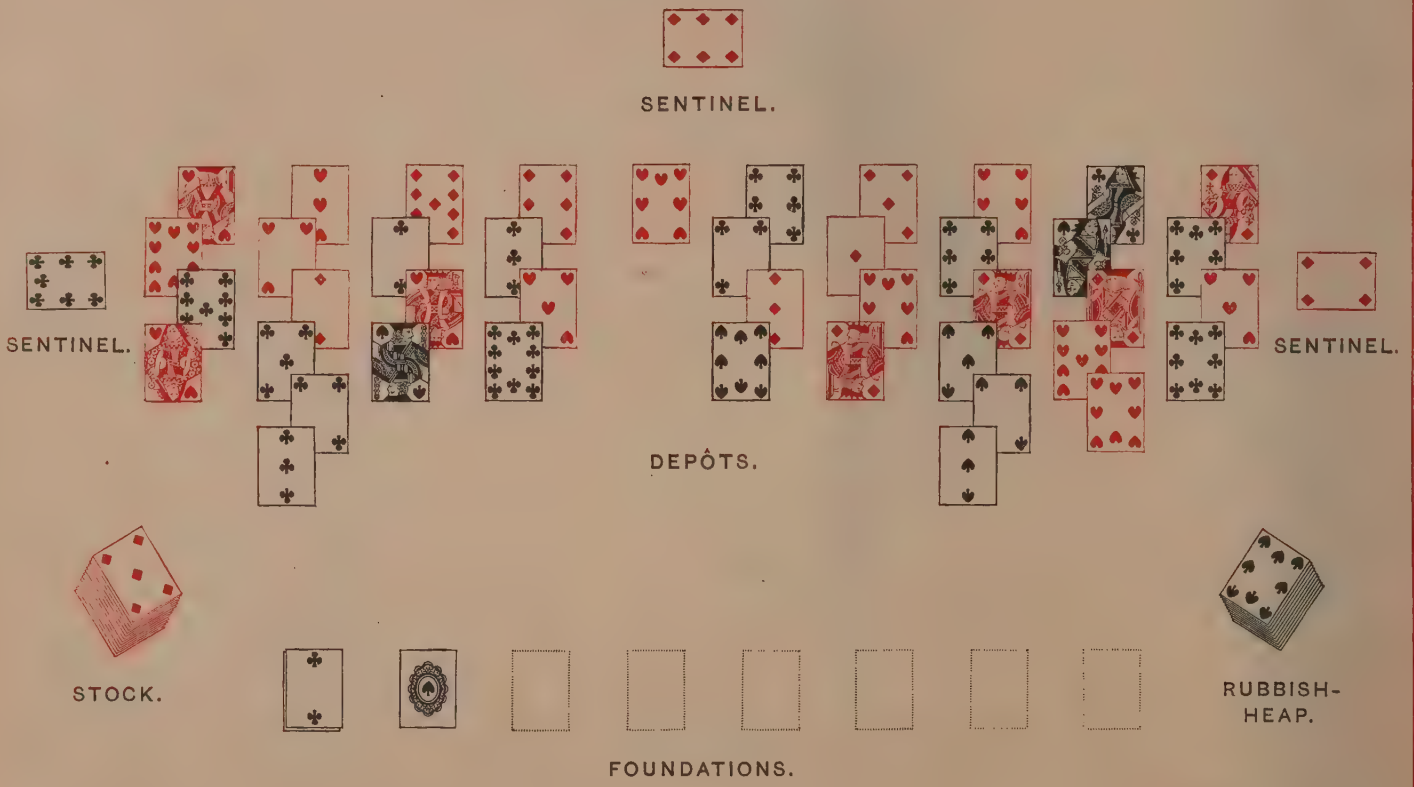
Move 10♦ (from rubbish-heap) to space; 9♦ on 10♦; 10♥ on Knv♦; 8♥ (over 9♥) on 9♦.

Take 9♥; 10♥ (over Knv♦, Knv♥); Knv♥ (over Qn♥); Qn♥ (over Kg♥); Knv♦; Qn♦; Kg♦.

Move Kg♥ to space; Qn♥ (over 4♥) on Kg♥; Knv♥ on Qn♥ (depôt). And,

Take all the remaining cards.

DIAGRAM XV.



THE SQUADRON.

THE SQUADRON.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

Deal ten depôts, of four cards each, in a horizontal row.

Also deal three cards singly (called *Sentinels*).

Top depôt aces are to be taken on foundations; and any top depôt card which is in ascending sequence, and in suit, with any top foundation card, may be taken.

If a sentinel is an ace it is to be taken; and any sentinel in ascending sequence, and in suit, with the top card of any foundation may be taken.

A sentinel which is in descending sequence, and in suit, with the top card of any depôt, may be moved to the depôt.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, it is to be taken on a foundation. And,

When a card appears, on the top of the stock, which is in ascending sequence, and in suit, with the top card of any foundation, it may be taken. And,

When a card appears, on the top of the stock, which is in descending sequence, and in suit, with the top card of any depôt, it may be dealt to the depôt. And,

When a sentinel's box is empty (in consequence of a sentinel's having been moved or taken), the top card of the stock may be dealt to the sentinel's box.

A top card of a depôt, which is in descending sequence, and in suit, with the top card of any other depôt, may be moved from one depôt to the other. And,

When a sentinel's box is empty, the top card of any depôt may be moved to the sentinel's box.

The top card of the rubbish-heap, when in ascending sequence, and in suit, with the top card of any foundation, may be taken. And,

The top card of the rubbish-heap, when in descending sequence, and in suit, with the top card of any depôt, may be moved to the depôt. And,

When a sentinel's box is empty, the top card of the rubbish-heap may be moved to the sentinel's box.

When a space is left, in consequence of taking or moving all the cards from a depôt, a card may be dealt to the space from the top of the stock; or a card may be moved to the space from the top of the rubbish-heap; or any top depôt card may be moved to the space; or a sentinel may be moved to the space.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts:—

Knv♥ (bottom card);		10♥;	9♣;	Qn♥ (top card).		
3♥	„	„ ;	4♥;	2♦;	5♣	„ „
9♦	„	„ ;	2♣;	Kg♥;	Knv♠	„ „
6♦	„	„ ;	3♣;	5♥;	10♣	„ „
7♥	„	„ ;	4♣;	Ace♣;	4♠	„ „
6♣	„	„ ;	4♣;	3♦;	8♠	„ „
5♦	„	„ ;	Ace♦;	7♥;	Kg♦	„ „
6♥	„	„ ;	6♣;	Kg♦;	5♠	„ „
Qn♣	„	„ ;	Qn♠;	Knv♦;	9♥	„ „
Qn♦	„	„ ;	7♣;	5♥;	8♣	„ „

Deal to the sentinels' boxes:—

7♣; 6♦; 4♦.

Arrange the stock as under:—

9♠ (top card); Knv♥; 9♠; 3♣; 10♠; Qn♠; Kg♥; Knv♣; 2♥; 10♦; Kg♣; Knv♣; Ace♠; 10♥; Kg♠; 5♠; Kg♣; 2♣; Knv♦; 2♦; 3♠; 3♦; 6♠; 8♥; 5♣; 8♦; 8♠; 5♦; Knv♠; 2♠; 3♥; Qn♦; 10♦; 7♦; 7♦; 8♣; 3♠; 6♥; 2♥; Ace♥; 7♠; 8♦; 10♣; Ace♦; 9♣; Qn♥; 6♠; 2♠; Kg♠; Ace♣; 4♠; 10♠; 4♦; Ace♥; 4♥; 9♥; 7♠; Ace♠; 8♥; Qn♣; 9♦ (bottom card).

SOLUTION.

Deal 9♠ to rubbish-heap; Knv♥ on 9♠; 9♠ (from stock) on Knv♥.

Move 4♠ on 5♠; Ace♣ to foundation; 4♣ on 5♣.

Deal 3♣ on 4♣; 10♠ on 9♠ (it is doubtful whether 10♠; 9♠ should be dealt and moved to depôt, in preference to burying both the nines of spades. The patience can be won either way); Qn♠ on 10♠; Kg♥ on Qn♠; Knv♣ on Kg♥; 2♥ on Knv♣; 10♦ on 2♥; Kg♣ on 10♦; Knv♣ on Kg♣; Ace♠ to

foundation; 10♥ on Knv♣; Kg♠ on 10♥; 5♠ on Kg♠; Kg♣ on 5♠; 2♣ on Ace♣; Knv♦ on Kg♣; 2♦ on Knv♦; 3♠ on 4♠; 3♦ on 2♦; 6♠ on 3♦; 8♥ on 9♥; 5♣ on 6♠; 8♦ on 5♣; 8♠ (from stock) on 8♦.

Diagram XV. shows the Example played to this point.

Take 3♣; 4♣; 5♣.

Move 7♥ on 8♥; 6♦ (sentinel) to space; 8♠ (over 3♦ in depôt) to sentinel's box.

Deal 5♦ on 6♦.

Move 4♦ (sentinel) on 5♦; 3♦ on 4♦; 2♦ on 3♦; 4♣ to sentinel's box.

Take 6♣; 7♣ (sentinel); 8♣.

Deal Knv♠ (from stock) on 8♠ (rubbish-heap); 2♠ on Ace♠; 3♥ on Knv♠ (rubbish-heap); Qn♦ on 3♥.

Take 3♠; 4♠; 5♠.

Move 4♥ on 5♥; 3♥ on 4♥; Knv♠ to sentinel's box; Kg♥ to space; Qn♥ on Kg♥.

Take 9♣; 10♣.

Move 10♥ to space; Knv♥ on Qn♥; 10♥ on Knv♥; 7♥ to space; 8♥ to space; 9♥ on 10♥; 8♥ on 9♥; 7♥ on 8♥; Kg♦ (over 6♣) to space; 6♣ to space; 6♥ on 7♥; 3♥ to space; 4♥ (over 5♥) on 5♥ (over 3♣); 5♥ (over 7♣) on 6♥; 4♥ on 5♥ (over 6♥); 3♥ on 4♥; 7♣ to space; Qn♦ (from depôt) on Kg♦ (in depôt by itself); Knv♦ on Qn♦ (over Kg♦); Knv♠ (sentinel) on Qn♠; Kg♦ to space; 6♣ on 7♣; 4♣ (sentinel) to space; 7♥ to sentinel's box; 5♥ to sentinel's box; 3♣ on 4♣; 2♣ on 3♣.

Take Ace♦; 2♦; 3♦; 4♦; 5♦ (in depôt by itself); 6♦.

Deal 10♦ on Knv♦; 7♦ on 6♦; 7♦ to space.

Move 5♦ to space; 6♦ on 7♦; 5♦ on 6♦; Qn♦ on Kg♦.

Deal 8♣ to space.

Move 6♣ to space; 7♣ on 8♣; 6♣ on 7♣; 9♦ on 10♦.

Deal 3♠ on 3♥ (rubbish-heap).

Move 7♥ (sentinel) to space.

Deal 6♥ on 7♥; 2♥ to space; Ace♥ to foundation.

Take 2♥ and sequence of hearts from 3♥ to Kg♥.

Move 5♥ (sentinel) on 6♥; 3♠ to sentinel's box; 3♥ to sentinel's box; Knv♠ (from rubbish-heap) to space; 8♠ (from rubbish-heap) to space.

Take 8♦; 9♦; 10♦; Knv♦; Qn♦; Kg♦.

Move 5♣ on 6♣.

Take 6♠; 7♠ (from stock); 8♠ (from depôt).

Deal 8♦ to space.

Move 5♦ to space; 6♦ to space; 7♦ on 8♦; 6♦ on 7♦; 5♦ on 6♦.

Deal 10♣ (from stock) to space; Ace♦ to foundation; 9♣ on 10♣ (depôt).

Move 5♣ to space; 6♣ to space; 5♣ on 6♣; 7♣ to space; 8♣ on 9♣; 7♣ on 8♣; 5♣ to space; 6♣ on 7♣; 5♣ on 6♣; 3♦ to space.

Take 2♦; 3♦.

Move Knv♦ on Qn♦; 2♣ to space; 3♣ to space; 4♣ on 5♣; 3♣ on 4♣; 2♣ on 3♣; Kg♣ to space; 5♠ to space; Kg♠ to space; Knv♠ (over Qn♠) to space; Qn♠ on Kg♠; Knv♠ on Qn♠; 10♥ to space.

Take Knv♣; Qn♣; Kg♣ (from rubbish-heap).

Move 10♦ on Knv♦; 3♥ (sentinel) to space; 2♥ on 3♥.

Deal Qn♥ on Knv♣.

Move 5♠ to sentinel's box.

Deal 6♠ to space.

Move 5♠ on 6♠; 10♥ to sentinel's box; 3♠ (sentinel) to space.

Deal 2♠ on 3♠; Kg♠ on Qn♥; Ace♣ to foundation; 4♠ on 5♠; 10♠ on Knv♠ (over Qn♠); 4♦ on 3♦ (foundation); Ace♥ to foundation.

Take 2♥; 3♥; 4♥ (from stock); 5♥; 6♥; 7♥; 5♦; 6♦; 7♦; 8♦; and sequence of 2♣ to 10♣.

Deal 9♥ to space; 7♠ to space; Ace♠ to foundation; 8♥ on 7♥.

Take 9♥; 10♥; 2♠; 3♠; 4♠; 5♠; 6♠; 7♠; 8♠.

Move Kg♠ to space; Qn♥ to space.

Take Knv♣; Qn♣; Kg♣; 9♦; 10♦; Knv♦; Qn♦; Kg♦.

Move Kg♥ to space; Qn♠ on Kg♠; 10♠ on Knv♠.

Take 9♠; Knv♥; and all the remaining cards.

HINTS.

The principal point of play is in the management of spaces, and of sentinels' boxes. In the Example several good instances occur. As arranged, the game can be won in various ways; but not unless the player considers well how to make the most of the spaces and boxes.

It is not advisable, as a rule, to play a long sequence to one depôt, if by so doing cards underneath the sequence are blocked. It is better to spread the sequence about in twos and threes to various depôts. Then when a space and a box, or two spaces are open, the whole sequence can often be transferred to a space, and under cards in the depôts be released.

If the management of spaces and boxes is well understood, this patience is decidedly in favour of the player.

Sometimes the patience is played without sentinels; but it is then so much against the player as to be hardly worth attempting.

SQUADRON PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as below:—

(1). Kg♣ (bottom card); 6♣; Qn♠ (top card). (2). Kg♥ (bottom card); Qn♥; Knv♥; 10♥; 9♥; 8♥ (top card). (3). 4♣ (bottom card); 3♣. (4). Ace♥ (bottom card); Qn♦; Knv♦ (top card). (5). 8♣ (bottom card); 7♣. (6). Empty. (7). 10♠ (bottom card); Knv♠. (8). Qn♣ (bottom card); Knv♣; 10♣ (top card). (9). 8♠. (10). 10♦ (bottom card); 5♣; Kg♥; 10♣; 9♣; 8♣; 7♣; 6♣; 5♣; 4♣; 3♣ (top card).

In the sentinels' boxes:—Knv♥; Kg♠; 6♥.

Arrange the foundation cards and sequences thus:—

(1). Ace♣. (2). Ace♦ to Kg♦ (top). (3). Ace♠ to Kg♠ (top). (4). Ace♥ to 4♥ (top). (5). Ace♣. (6). Ace♦ to 9♦ (top). (7). Ace♠ to 6♠ (top). (8). Empty.

In the rubbish-heap:—

6♥ (top card); 8♥; 4♥; 3♥; 9♣; Knv♣; Qn♥; 2♣; Kg♣; Kg♦; 7♠; 10♥; Qn♣; 9♥; 5♥; 5♥; 2♣; 7♥; 2♥; 9♠; 7♥ (bottom card)

SOLUTION OF SQUADRON PROBLEM.

Move Kg♠ (sentinel) to space; Qn♠ on Kg♠; Knv♠ on Qn♠; 10♠ on Knv♠; 6♣ on 7♣; 10♣ to space; Knv♣ to sentinel's box; Qn♣ on Kg♣; Knv♣ (sentinel) on Qn♣; 10♣ on Knv♣; 3♣ (over 4♣, 5♣) to space; 4♣ to space; 5♣ (over sequence of clubs to 10♣) on 6♣ (over 7♣, 8♣); 4♣ on 5♣; 3♣ (in depôt by itself) on 4♣; 6♣ to space; 7♣ to space; 6♣ on 7♣; 8♣ to space; 9♣ (over 10♣) on 10♣ (over Knv♣); 8♣ on 9♣; 6♣ to space; 7♣ on 8♣; 6♣ on 7♣; 10♣ to space; Kg♥ to space; 5♣ on 6♣.

Take 10♦; Knv♦; Qn♦; Ace♥.

Move 3♣ (over 4♣ alone in depôt) to space; 4♣ on 5♣; 3♣ (in depôt by itself) on 4♣; 6♥ (from rubbish-heap) to space; 8♥ (from rubbish-heap) to space; 4♥ to space; 3♥ on 4♥; 9♣ on 10♣; Knv♣ to sentinel's box; Qn♥ on Kg♥.

Take 2♣; 3♣ (over sequence of clubs to 8♣); 4♣; 5♣; 6♣; 7♣; 8♣; 9♣; 10♣; Knv♣ (sentinel).

Move Kg♣ to space.

Take Kg♦; 7♠; 8♠.

Move 10♥ to space.

Take Qn♣; Kg♣.

Move 9♥ to space; 5♥ on 6♥ (depôt).

Take 5♥ (from rubbish-heap); 6♥ (sentinel); 2♣; 7♥; and all the remaining cards.

DIAGRAM XVI.

THE DOUBLE LINE.

THE DOUBLE LINE.

Two Packs of fifty-two Cards.

To form four Ascending Sequences, and four Descending Sequences, following Suit.

RULES.

Deal twenty cards in two horizontal rows of ten each, to form the depôts.

If an ace is dealt to a depôt it is to be taken on an ascending foundation. If a king is dealt to a depôt it is to be taken on a descending foundation. And, available cards, in ascending or in descending sequence, and in suit, may be taken on the foundation cards.

Deal the top card of the stock to any depôt irrespective of suit or sequence, or to any space; but, not more than one card may be dealt to any depôt, and not more than two cards to any space. And,

When an ace appears on the top of the stock deal it on an ascending foundation, unless an ace of the same suit has already been taken; and similarly, when a king appears deal it on a descending foundation. And,

When a card appears on the top of the stock which is in ascending sequence, and in suit with the top card of any ascending foundation, it may be dealt to the foundation; and similarly, when a card appears which is in descending sequence and in suit with the top card of any descending foundation.

A top card of a depôt, or a card in a depôt by itself, which is in ascending sequence and in suit with the top card of any ascending sequence may be taken; and similarly with depôt cards which are in descending sequence and in suit with the top card of any descending foundation.

Only one deal is allowed.

When all the depôts are full (two cards each), the *merci* is permitted of shifting the top card of the stock to the bottom. The *merci* may be taken whether the patience is blocked or not; and the top card may be shifted whether it is available or not. The shifting may be repeated five times in all. The *merci* may be divided, *i.e.*, if shifting one card determines the player to proceed, the privilege of shifting four cards remains, and so on until the whole number of shiftings has amounted to five.

EXAMPLE.

Deal to the depôts:—

3 ♥; 5 ♥; 5 ♠; 3 ♣; 4 ♠; Kg ♣; 10 ♦; 4 ♥; 7 ♥; 2 ♥; 2 ♦; 7 ♠; 3 ♦; Knv ♥; Qn ♣; 10 ♣; Kg ♦; 4 ♣; Kg ♥; Ace ♠.

Arrange the stock as follows:—

10 ♥ (top card); 8 ♠; 7 ♦; Ace ♣; Knv ♦; Knv ♥; 6 ♥; Ace ♠; 4 ♠; 8 ♣; Ace ♦; 6 ♥; Ace ♦; 3 ♠; 8 ♠; 8 ♦; 6 ♦; Knv ♠; Kg ♠; 9 ♥; 9 ♦; 7 ♥; Qn ♠; 3 ♣; 5 ♥; Knv ♣; 9 ♦; 7 ♠; 6 ♣; 6 ♣; 3 ♠; 9 ♥; 8 ♦; 2 ♣; 10 ♦; Qn ♠; Ace ♥; 4 ♣; Knv ♣; 10 ♠; 2 ♠; Qn ♥; 2 ♦; 10 ♣; Ace ♥; Ace ♣; Kg ♣; 6 ♦; 6 ♠; 9 ♣; Qn ♦; 5 ♠; 7 ♣; 8 ♥; 6 ♠; 5 ♣; Qn ♦; 5 ♦; 2 ♥; 2 ♣; 3 ♥; 7 ♣; Knv ♠; Kg ♠; 5 ♣; Knv ♦; 3 ♦; 8 ♥; 9 ♠; 10 ♥; Qn ♣; 5 ♦; 9 ♠; 4 ♦; 10 ♠; Qn ♥; 8 ♣; Kg ♥; 7 ♦; Kg ♦; 2 ♠; 4 ♥; 9 ♣; 4 ♦ (bottom card).

SOLUTION.

Take Kg ♥; Kg ♣; Qn ♣; Kg ♦; Ace ♠.

Deal 10 ♥ to space; 8 ♠ to space; 7 ♦ to space; Ace ♣ to foundation; Knv ♦ on 10 ♦; Knv ♥ (from stock) on 10 ♥; 6 ♥ on 7 ♥; Ace ♠ to space; 4 ♠ (from stock) on 5 ♠; 8 ♣ to space; Ace ♦ to foundation.

Take 2 ♦; 3 ♦.

Deal 6 ♥ to space; Ace ♦ to space; 3 ♠ on 4 ♠ (in depôt by itself); 8 ♠ on 8 ♠; 8 ♦ on 7 ♦; 6 ♦ on Ace ♦; Knv ♠ on Knv ♥ (in depôt by itself); Kg ♠ to foundation; 9 ♥ on 6 ♥ (in depôt by itself); 9 ♦ on 8 ♣; 7 ♥ on Ace ♠ (depôt); Qn ♠ on Kg ♠; 3 ♣ (from stock) on 4 ♣; 5 ♥ on 5 ♥; Knv ♣ on Qn ♣.

Take Knv ♠; 10 ♣.

Deal 9 ♦ (from stock) to space; 7 ♠ on 7 ♠; 6 ♣ on 3 ♣ (in depôt by itself); 6 ♣ (from stock) on Knv ♥ (in depôt by itself); 3 ♠ (from stock) on 9 ♦ (in depôt by itself); 9 ♥ (from stock) on 4 ♥; 8 ♦ (from stock) on 3 ♥; 2 ♣ on Ace ♣.

Take 3 ♣; 4 ♣.

Deal 10 ♦ to space; Qn ♠ on 10 ♦; Ace ♥ to foundation.

Diagram XVI. shows the Example played to this point.

Take 2 ♥.

Deal 4 ♣ (from stock) to space; Knv ♣ on 4 ♣ (in depôt by itself); 10 ♠ on Knv ♠; 2 ♠ on Ace ♠; Qn ♥ on Kg ♥.

Take Knv ♥; 10 ♥; 9 ♥ (over 4 ♥); 3 ♠ (over 4 ♠; if 3 ♠ over 9 ♦ is taken the patience becomes blocked); 4 ♠ (over 5 ♠); 5 ♠.

Deal 2♦ to space; 10♣ (from stock) on 2♦ (do not deal 10♣ to space, as 4♣ is blocked by Knv♣, and it is advisable to keep 10♣ free, in hopes of running off ascending clubs); Ace♥ to space; Ace♣ on Ace♥; Kg♣ on 4♠; 6♦ (from stock) on 4♥; 6♠ on 5♠.

Take 7♠; 8♠.

Deal 9♣ on 7♠ (do not take 9♣, unless obliged, as it may be wanted for running off ascending clubs); Qn♦ on Kg♦.

Take Knv♦; 10♦; 9♦ (do not take 8♦ until obliged, as the more cards that have been seen the better the player will be able to judge which 8♦ to select).

Deal 5♠ to space; 7♣ on 8♣ (do not take 9♣; 8♣; 7♣; 6♣ for the reasons already given); 8♥ on 8♠ (do not take 8♥ until more cards have been seen; 8♠ is chosen on which to place 8♥, in preference to 5♠, as an ascending spade can be dealt on 5♠ without blocking the patience, and a descending spade blocks the patience in either case); 6♠ on 5♠; 5♣ on 4♣.

Take 6♣ (over Knv♥); 7♣; 8♣; 9♣ (ascending); 10♣ (over 2♦); Knv♣.

Deal Qn♦ to space; 5♦ on 2♦; 2♥ on 4♣; 2♣ on Qn♦; 3♥ on 2♥ (foundation).

The 3♥, under 8♦ being no longer wanted, the descending diamonds may now be safely run off. Accordingly,

Take 8♦ (over 7♦); 7♦; 6♦ (over 4♥); 4♥; 5♥; 6♥; 7♥ (in depôt by itself); 8♥ (ascending); 9♥ (over 6♥).

Deal 7♣ to space; Knv♠ on 7♣; Kg♠ to space; 5♣ to space; Knv♦ on Kg♠; 3♦ on Knv♥; 8♥ on 9♥ (descending); 9♠ on 10♠; 10♥ on 9♥; Qn♣ on Knv♣; 5♦ (from stock) on 6♦ (descending); 9♠ (from stock) on 8♠ (ascending); 4♦ on 3♦ (ascending); 10♠ on 9♠ (ascending).

Take Knv♠; Qn♠; Kg♣; 7♥; 6♥; 5♥; 8♠; 7♠; 6♠; 5♠; 4♠; 3♠; 5♦ (over 2♦ ascending); 6♦ (ascending).

Deal Qn♥ to space; 8♣ to space; Kg♥ to space; 7♦ on 6♦; Kg♦ to space; 2♠ on 3♠; 4♥ on 5♥; 9♣ on 10♣; 4♦ on 5♦. And, as there is no block,

Take all the remaining cards.

HINTS.

At the beginning of the patience, if there are no spaces deal high cards on cards of the same suit of lower rank, and low cards on cards of the same suit of higher rank. If these opportunities do not offer deal on cards of medium rank, such as sixes, sevens, and eights. It is often right (until it is decided whether

an ascending or a descending sequence is first to be run off), to deal medium cards on medium cards of the same suit and rank.

As soon as there are any spaces, deal cards that are not likely to be soon wanted to the spaces; and deal cards that are likely to be soon wanted on cards not likely to be wanted.

And observe that, as soon as a few cards are taken in ascending sequence, cards of that suit lower than the ones taken, or equal in rank to the highest taken, are not likely to be wanted. Also if cards have been taken in descending sequence, cards of that suit higher than the ones taken, or equal in rank to the lowest taken, are not likely to be wanted. For instance: — Ace, two, three, four of spades have been taken. There is a four of spades in a depôt by itself. No high spades or diamonds have been taken. The queen of spades or the queen of diamonds may be safely dealt on the four of spades. It would be bad play as a rule to deal a very high spade or diamond to a space, under the above circumstances, as it is a card likely to be soon wanted.

Especial care must be exercised not to block the patience when dealing or taking. Several illustrations of this will be found in the Example.

This patience is very uncertain, apparently favourable combinations being often defeated by adverse position of the cards in the stock. The chance of success is said to be about even, with the *merci*. With very good play this may be so; at all events, the patience is not in favour of the player.

DOUBLE LINE PROBLEM.

End Hand. Patience to be won with the Merci.

Arrange the depôt cards as below:—

(1). 9♦; 7♥ (top). (2). Kg♦; Knv♣ (top). (3). 2♣; 6♣ (top). (4). Ace♣; 6♥ (top). (5). 7♠; 3♠ (top). (6). 5♠; 6♦ (top). (7). 6♠; 2♠ (top). (8). 7♠; 4♣ (top). (9). 2♥; 4♥ (top). (10). 2♦; 3♦ (top). (11). 4♠; Ace♥ (top). (12). Kg♥; Qn♣ (top). (13). 10♠; Ace♦ (top). (14). 2♠; 8♥ (top). (15). 4♠; 9♠ (top). (16). 8♠; Kg♠ (top). (17). Kg♣; 5♠ (top). (18). 3♠; 3♣ (top). (19). 3♥; 5♥ (top). (20). Qn♠; 10♣ (top).

Arrange the stock thus:—

8♠ (top card); 5♣; Qn♦; 10♦; 6♠; 9♠; 10♥; 7♦; 8♦; Qn♥; 7♣; Knv♦; Ace♠; Knv♠; Knv♥; 9♥; 10♥; 5♦; 4♦; 9♣; Ace♠; 9♥ (bottom card).

On the foundations:—

Ascending:—(1). Ace♥ to 8♥. (2). Ace♣ to 8♣. (3). Ace♦ to 7♦. (4). Empty.

Descending:—(1). Kg♥ to Knv♥. (2). Kg♣ to 8♣. (3). Kg♦ to 8♦. (4). Kg♠ to 10♠.

SOLUTION OF DOUBLE LINE PROBLEM.

Take 9♠. (Do not take 8♠, or the patience is blocked.)

Deal 8♠ on 4♠.

Move 5♣ to bottom of stock *(merci);* Qn♦ under 5♣ *(merci);* 10♦ under Qn♦ *(merci);* 6♠ under 10♦ *(merci);* 9♠ (from stock) under 6♠ *(merci).*

Deal 10♥ on Knv♥; 7♦ (from stock) on 8♦ (descending); 8♦ on 7♦ (ascending).

Take 6♦.

Deal Qn♥ on 5♠; 7♣ on 8♣ (descending).

Take 6♣.

Deal Knv♦ on 2♣; Ace♠ to foundation.

Take 2♠; 3♠.

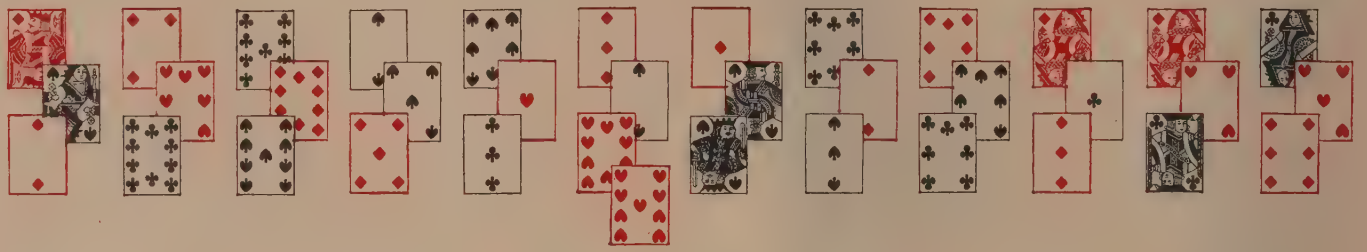
Deal Knv♠ on 7♠; Knv♥ on 6♠; 9♥ on 10♥ (descending).

Take 8♥ (from depôt); 7♥ (descending); 6♥; 5♥; 4♥; 3♥; 2♥; Ace♥; 9♦; 4♠; 5♠.

Deal 10♥ on Ace♣; 5♦ on 6♦; 4♦ on 5♦; 9♣ on 8♣; Ace♠ on Kg♣; 9♥ on 8♥; 5♣ on 6♣; Qn♦ to space.

Take 10♣; Knv♣; Qn♣; 10♦; Knv♦; Qn♦; Kg♦; 4♣; 3♣; 2♣; 3♦; 2♦; Ace♦; 6♠; 7♠; 8♠; 9♠ (from stock); 10♠; Knv♠; Qn♠; Kg♠; and all the remaining cards.

DIAGRAM XVII.



DEPÔTS.

FOUNDATIONS.

STOCK.

RUBBISH-HEAP.

THE TRIPLE LINE.

THE TRIPLE LINE.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

Deal three horizontal lines of twelve cards each, in order from left to right, forming twelve depôts of three cards each.

Some players make it compulsory to deal the bottom line first, then the middle line, and lastly the top line. Others examine the first twelve cards, before deciding whether they shall be dealt to the top or bottom line. The only effect of the examination is to render the patience less difficult.

If any aces appear among the twelve cards last dealt (or top depôt cards), they are to be taken on foundations. Also, any top depôt cards in ascending sequence, and in suit, with foundation cards may be taken.

Deal the stock to a rubbish-heap. But,

When an ace appears on the top of the stock, deal it to a foundation. And,

When a card appears on the top of the stock, which is in ascending sequence, and in suit, with the top card of any foundation, it may be dealt to the foundation. And,

When a card appears on the top of the stock, which is in descending sequence, and in suit, with the top card of any depôt, it may be dealt to the depôt.

A top card of a depôt, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken. And,

A top card of a depôt, which is in descending sequence, and in suit, with the top card of any other depôt, may be moved from one depôt to the other.

The top card of the rubbish-heap, when in ascending sequence, and in suit, with the top card of any foundation, may be taken. And,

The top card of the rubbish-heap, when in descending sequence, and in suit, with the top card of any depôt, may be moved to the depôt.

When a space is left, by taking or moving all the cards from a depôt, the player has the option of dealing the top card of the stock, or of moving the top card of the rubbish-heap, to the space. A top depôt card may not be moved to a space.

Only one deal is allowed.

EXAMPLE.

Deal to the depôts:—

Bottom line, Kg ♦; 4 ♦; 9 ♣; 2 ♠; 8 ♠; 3 ♦; Ace ♦; 8 ♣; 7 ♦; Qn ♦; Qn ♦; Qn ♣.

Middle line, Qn ♠ (on Kg ♦); 7 ♥; 10 ♦; 5 ♠; Ace ♥; 2 ♠; Knv ♠; 2 ♦; 7 ♠; Ace ♣; 4 ♥; 5 ♥ (on Qn ♣).

Top line, 2 ♦ (on Qn ♠); 10 ♣; 9 ♠; 5 ♦; 3 ♣; 10 ♥; Kg ♠; 8 ♠; 7 ♣; 3 ♦; Knv ♣; 6 ♦ (on 5 ♥).

Arrange the stock as follows:—

Knv ♥ (top card); Qn ♥; 8 ♥; 9 ♥; 4 ♣; 4 ♦; 5 ♠; 4 ♠; Kg ♥; 7 ♥; Ace ♣; 10 ♥; 4 ♠; 2 ♣; 9 ♥; 9 ♦; Knv ♦; Kg ♣; 6 ♠; 6 ♥; 2 ♥; 6 ♦; 3 ♠; 3 ♥; 9 ♣; 10 ♣; 10 ♠; 3 ♣; Ace ♠; 5 ♥; 7 ♦; Knv ♠; Knv ♥; 2 ♣; 6 ♠; 2 ♥; 6 ♣; 6 ♥; Kg ♠; 7 ♣; 8 ♣; 5 ♦; 6 ♣; 9 ♠; Knv ♦; 4 ♥; 5 ♣; 3 ♥; Qn ♣; Kg ♣; 8 ♠; 7 ♠; Ace ♥; 5 ♣; 8 ♦; Qn ♠; Knv ♣; 8 ♥; 4 ♣; Kg ♥; 10 ♠; Qn ♥; Ace ♠; Kg ♦; Ace ♦; 8 ♦; 9 ♦; 10 ♦ (bottom card).

SOLUTION.

Deal Knv ♥ to rubbish-heap; Qn ♥ on Knv ♥; 8 ♥ on Qn ♥; 9 ♥ on 10 ♥ (depôt).

Diagram XVII. shows the Example played to this point.

Move 8 ♥ on 9 ♥; 10 ♣ on Knv ♣; 7 ♥ on 8 ♥; 5 ♦ on 6 ♦; 4 ♦ on 5 ♦; 3 ♦ on 4 ♦; 2 ♦ on 3 ♦; Qn ♠ on Kg ♠.

Deal 4 ♣ to space; 4 ♦ on Qn ♥; 5 ♠ (from stock) on 4 ♦.

Take Ace ♣.

Move Qn ♦ on Kg ♦.

Deal 4 ♠ to space; Kg ♥ on 5 ♠ (rubbish-heap); 7 ♥ (from stock) on Kg ♥; Ace ♣ to foundation); 10 ♥ on 7 ♥ (rubbish-heap); 4 ♠ (from stock) on 10 ♥; 2 ♣

on Ace ♣; 9 ♥ on 4 ♠ (rubbish-heap); 9 ♦ on 9 ♥; Knv ♦ on Qn ♦; Kg ♣ on 9 ♦.

Take 3 ♣; 4 ♣; Ace ♥.

Deal 6 ♠ to space; 6 ♥ on 7 ♥; 2 ♥ on Ace ♥; 6 ♦ on Kg ♣; 3 ♠ (from stock) on 6 ♦; 3 ♥ on 2 ♥; 9 ♣ on 10 ♣ (depôt); 10 ♣ (from stock) on 3 ♠ (rubbish-heap).

Move 5 ♠ on 6 ♠; 4 ♠ on 5 ♠; 3 ♠ on 4 ♠; 2 ♠ on 3 ♠.

Deal 10 ♠ to space; 3 ♣ to space; Ace ♠ to foundation; 5 ♥ on 6 ♥; 7 ♦ on 10 ♣; Knv ♠ on Qn ♠.

Take 2 ♠; 3 ♠; 4 ♠; 5 ♠; 6 ♠.

Move 10 ♠ on Knv ♠; 9 ♠ on 10 ♠; 8 ♠ on 9 ♠; 10 ♦ on Knv ♦; 7 ♦ to space; 10 ♣ to space; 3 ♠ to space; 6 ♦ on 7 ♦. (Do not move 9 ♣, in depôt by itself, on 10 ♣, with the intention of filling the space. It is essential to reserve one space for Qn ♠, whenever that card appears, so as to be able to move Knv ♠ from over Ace ♦.)

Deal Knv ♥ on Kg ♣; 2 ♣ on Ace ♣; 6 ♠ (from stock) on Knv ♥.

Take 3 ♣.

Deal 2 ♥ to space.

Move 9 ♣ (in depôt by itself) on 10 ♣.

Deal 6 ♣ to space (do not deal 6 ♣ on 7 ♣, in case 8 ♣ should appear before 5 ♣, when 7 ♣ can be moved and 7 ♠, a card much wanted to run off the spades, can be released); 6 ♥ on 6 ♠ (rubbish-heap); Kg ♠ on 6 ♥; 7 ♣ (from stock) on Kg ♠; 8 ♣ on 9 ♣ (over 10 ♣, Knv ♣).

Move 7 ♣ (over 7 ♠ in depôt) on 8 ♣.

Take 7 ♠; 8 ♠; 9 ♠; 10 ♠; Knv ♠; Qn ♠; Kg ♠.

Deal 5 ♦ on 6 ♦; 6 ♣ (from stock) on 7 ♣ (rubbish-heap); 9 ♠ on 6 ♣ (rubbish-heap); Knv ♦ on 9 ♠; 4 ♥ on 3 ♥; 5 ♣ on 4 ♣.

Take 6 ♣; 7 ♣; 8 ♣; 9 ♣ (over 10 ♣, Knv ♣); 10 ♣; Knv ♣; 5 ♥; 6 ♥; 7 ♥; 8 ♥; 9 ♥; 10 ♥.

Deal 3 ♥ on 4 ♥; Qn ♣ on Knv ♣; Kg ♣ on Qn ♣.

Move 2 ♥ on 3 ♥; 2 ♠ on 3 ♠; 2 ♦ (over 8 ♣) on 3 ♦; 8 ♣ on 9 ♣; Knv ♦ to space; 9 ♠ to space; 6 ♣ to space; 7 ♣ on 8 ♣; 6 ♣ on 7 ♣; Kg ♠ to space.

Deal 8 ♠ on 9 ♠; 7 ♠ on 8 ♠; Ace ♥ to foundation; 5 ♣ on 6 ♣.

Take 2 ♥; 3 ♥; 4 ♥.

Move Knv ♦ on Qn ♦; 6 ♥ to space; 6 ♠ on 7 ♠; Knv ♥ on 10 ♥ (foundation).

Deal 8 ♦ on Kg ♣ (rubbish-heap); Qn ♠ on Kg ♠ (depôt).

Move Knv ♠ on Qn ♠.

Take Ace ♦; 2 ♦ (over 3 ♦, 4 ♦); 3 ♦; 4 ♦; 5 ♦ (over 6 ♦, 5 ♥); 6 ♦; 7 ♦; 8 ♦; 5 ♥; 6 ♥.

Move Kg ♣ (from rubbish-heap) to space.

Take 9 ♦; 10 ♦; Knv ♦ (over Qn ♦ alone); Qn ♦.

Move Qn ♣ on Kg ♣ (depôt); 9 ♥ to space; 4 ♠

to space; 10♥ to space; 7♥ on 6♥ (foundation); Kg♥ to space; 5♠ on 6♠; 4♦ on 5♦; Qn♥ on Knv♥ (foundation).

Deal Knv♣ on Qn♣; 8♥ on 7♥; 4♣ on 3♣; Kg♥ (from stock) on Qn♥.

Take 9♥; 10♥; Knv♥.

Deal 10♠ on Knv♠; Qn♥ on Knv♥; Ace♠ to foundation; Kg♦ on Qn♦; Ace♦ to foundation. And, as no card is blocked,

Take all the remaining cards.

HINTS

Do not be in a hurry to move or take cards, but rather prefer to deal to the rubbish-heap, until a card appears which is wanted, either to aid in filling a gap in a sequence, or in obtaining a space. Thus:—In the Example, as originally dealt, the two of diamonds could be moved on the three. But, by waiting, the player may find he is able to move the three of diamonds (as really happens), when the ace of clubs is freed.

It is very important to preserve a space until a card appears which is urgently wanted, or which must be saved, in order to prevent the patience from being blocked. In the Example, the power of making a space is kept for a long time, in order to save the queen of spades.

It is dangerous to bury duplicate cards, especially duplicate low cards. It will often be a question of judgment whether to sacrifice the only space, to save a duplicate card, or a low card likely to be soon wanted, or whether to bury. No rule can be laid down.

The Triple Line, even with the best play, is considerably against the player.

TRIPLE LINE PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as follows:—

(1). Kg♥. (2). 3♦. (3). 4♦. (4). 3♠ (bottom card); 8♣. (5). 7♣ (bottom card); 6♣; 7♣ (top card). (6). 9♣ (bottom card); 8♠; 7♠; 6♠; 5♠; 4♠ (top card). (7). Qn♣ (bottom card); Kg♠; Qn♠; Knv♠ (top card). (8). 10♠ (bottom card); 9♠; 8♠ (top card). (9). 10♣. (10). Qn♠. (11). Qn♥. (12). Knv♥.

On the foundations:—

(1). Ace♠; 2♠ (top). (2). Ace♥ to Qn♥ (top). (3). Ace♣ to 4♣ (top). (4). Ace♦ to Kg♦ (top). (5). Ace♠. (6). Ace♥ to 8♥ (top). (7). Ace♣ to 3♣ (top). (8). Ace♦.

In the stock:—

5♠ (top card); Kg♣; Qn♦; 10♦; 10♣; 9♦; 6♦; 4♣; Knv♣; Qn♣; 9♠; Knv♦; 3♠; 6♣ (bottom card).

In the rubbish-heap:—

8♦ (top card); 5♦; Kg♠; 10♥; 6♠; Kg♦; 7♦; 4♠; 7♠; Kg♥; 5♣; 2♦; 2♠; 5♣; 8♣; Knv♠; Kg♣; 9♣; Knv♣; 10♠; 9♥ (bottom card).

SOLUTION OF TRIPLE LINE PROBLEM.

On examining the rubbish-heap, it will be seen that 5♣ must be reached in order to win the patience. Accordingly,

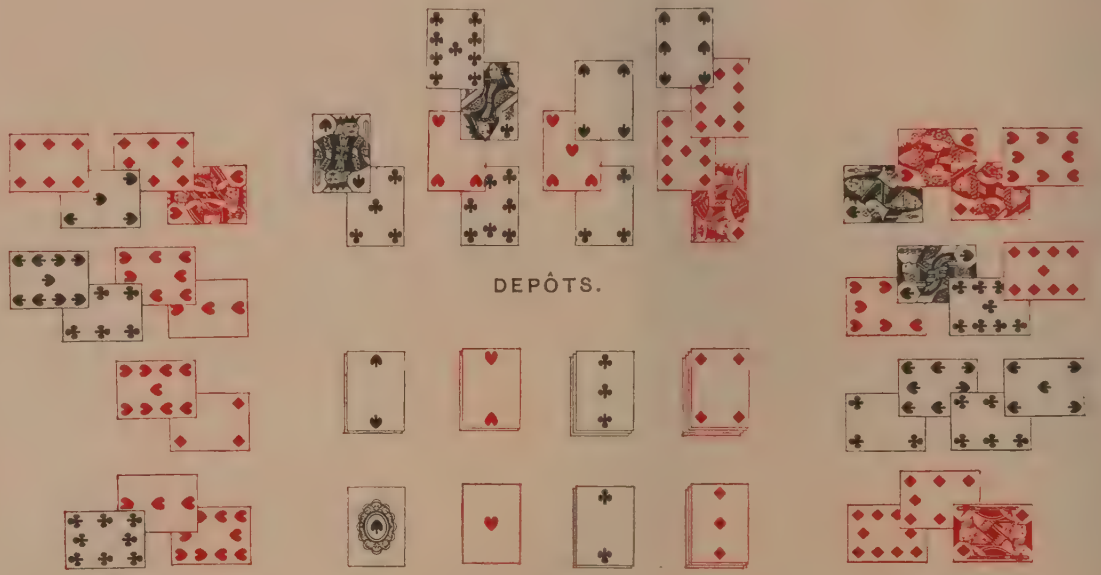
Move Qn♥ (in depôt) on Kg♥ (do not take Kg♥, or the patience will be blocked when the Kg♥ in the rubbish-heap is reached); Knv♥ on Qn♥ (over Kg♥); 8♦ to space; 5♦ to space; 4♦ on 5♦; 3♦ on 4♦; Kg♠ to space; 10♥ on Knv♥; 6♠ to space; Qn♠ on Kg♠; Kg♦ (from rubbish-heap) to space; 7♦ on 8♦; 5♠ (from stock) on 6♠; 4♠ (from rubbish-heap) on 5♠; 7♠ on 8♠; 7♣ on 8♣.

Take Kg♥; 5♣; 2♦; 2♠; 6♣; 7♣ (over 8♣); 8♣; 3♠; 4♠ (over sequence of spades to 8♠); 5♠; 6♠; 7♠ (same depôt); 8♠; 9♣; 10♣; 3♦; 4♦; 5♦.

Deal Kg♣ to space; Qn♦ on Kg♦ (depôt); 10♦ to space; 10♣ (from stock) to space; 9♦ on 10♦.

Take 6♦; 4♣; Knv♣; Qn♣; 9♠; and all the remaining diamonds; and the patience can be easily won.

DIAGRAM XVIII.



DEPÔTS.

DEPÔTS. FOUNDATIONS. DEPÔTS.

STOCK.

RUBBISH-HEAP.

LE CARRÉ NAPOLÉON.

LE CARRÉ NAPOLÉON.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

The Rules of the *Carré Napoléon*, as originally played, are the same as those of The Triple Line, except that each depôt contains four cards instead of three. The *Carré* is in fact a quadruple line, with the depôts arranged in the form of a rectangle, as shown by the Diagram.

The *Carré*, played under Triple Line rules, is so much against the player as to be hardly worth attempting. The patience is improved by making the following slight alterations.

Take all the aces out of the pack, and place them on the foundations.

Deal twelve cards, one to each depôt. After dealing these twelve cards, take any of them which are in ascending sequence, and in suit, with the aces.

Then deal twelve more cards, one to each depôt (or one to each space if there are any spaces), in order from left to right, as in the case of dealing the second row of The Triple Line. After dealing these twelve cards, take top cards in ascending sequence, and in suit, with top cards of any foundations.

Proceed in like manner with the next twelve cards; and having taken any available cards, complete the depôts by dealing twelve more. If any cards have been taken, of course some of the depôts will contain less than four cards.

Then deal, move, and take according to Triple Line rules, with the additional privilege of being entitled to move top depôt kings to spaces.

EXAMPLE.

Place the aces on the foundations.

Deal to the depôts (first twelve cards):—

10♥; 4♦; 3♥; Kg♥; 5♣; 8♣; 4♣; Kg♦; Qn♠; 7♥; 4♣; 10♦.

Deal to the depôts (second twelve cards):—

2♣ (on 10♥); 4♦; 8♥; 8♦; 2♠; 4♥; 5♥; 9♦; Qn♥; Knv♠; 8♠; 2♦ (on 10♦).

Take 2♣; 2♠; 2♦.

Deal to the depôts (third twelve cards):—

3♥ (on 10♥); 2♦; 6♣; 5♠; 3♣; Qn♣; 3♦; 10♦; Qn♦; 9♣; 6♣; 7♦ (on 10♦).

Take 2♦; 3♦; 4♦; 3♣.

Deal to the depôts (fourth twelve cards):—

8♣ (on 3♥); 9♥; 9♠; 6♦; Kg♠; 9♣; 4♠; 6♠; 8♥; 9♦; 5♠; Knv♦ (on 7♦).

Arrange the stock as follows:—

Qn♦ (top card); 6♠; Knv♥; 10♠; 10♠; 2♥; 3♦; 2♣; Qn♠; Knv♣; Knv♥; 7♦; Knv♠; Knv♦; Kg♦; 6♦; 10♥; 5♦; 8♦; 10♣; Qn♥; 2♠; 2♥; Knv♣; Qn♣; 5♥; 7♥; Kg♠; Kg♣; 3♣; 3♠; 3♠; 6♥; 8♠; 6♥; 5♦; 4♥; 7♣; Kg♣; 7♠; Kg♥; 9♠; 9♥; 4♠; 7♠; 7♣; 10♣; 5♣ (bottom card).

SOLUTION.

Deal Qn♦ to rubbish-heap; 6♠ (from stock) on Qn♦; Knv♥ on 6♠ (rubbish-heap); 10♠ on Knv♥; 10♠ on 10♠; 2♥ on Ace♥; 3♦ on 2♦; 2♣ on Ace♣.

Diagram XVIII. shows the Example played to this point.

Move 8♣ on 9♣; 3♥ on 2♥ (foundation); 9♥ on 10♥; 4♦ on 3♦ (foundation); Kg♠ to space; 5♠ on 6♠; 5♣ on 6♣; 10♠ to space.

Deal Qn♠ on Kg♠; Knv♣ on 10♠ (rubbish-heap); Knv♥ on Knv♣; 7♦ on Knv♥; Knv♠ on Qn♠; Knv♦ (from stock) on 7♦ (rubbish-heap); Kg♦ on Knv♦ (rubbish-heap); 6♦ (from stock) on Kg♦; 10♥ on 6♦ (rubbish-heap); 5♦ on 4♦.

Move 8♥ on 9♥; Knv♦ on Qn♦.

Take 6♦; 7♦; 8♦ (from stock); 9♦; 10♦; Knv♦; Qn♦.

Deal 10♣ to space; Qn♥ (from stock) on 10♥; 2♠ on Ace♠; 2♥ on Ace♥; Knv♣ on Qn♥ (rubbish-heap); Qn♣ on Knv♣; 5♥ on Qn♣; 7♥ on 8♥; Kg♠ on 5♥.

Move 10♠ on Knv♠.

Deal Kg♣ to space; 3♣ on 2♣; 3♠ on 2♠; 3♠ on 2♠.

Move 8♣ (over 9♣) on 9♣ (over Knv♠); 9♣ (over Qn♣) on 10♣; Qn♣ on Kg♣.

Take 4♠; 5♠ (over 6♠); 6♠; 4♥; 5♥; 6♥ (from stock); 4♣; 5♣; 6♣.

Move 9♠ on 10♠; 8♠ (in depôt over 4♣) on 9♠; 4♣ on 3♣ (foundation).

Deal 8♠ (from stock) to space; 6♥ (from stock) to space; 5♦ on 4♦; 4♥ on K♠; 7♣ on 8♣ (over 9♣).

Move 6♣ (over 8♥) on 7♣.

Take 7♥; 8♥ (over 3♥); 3♥; 4♥.

Move K♠ to space.

Take 5♥; 6♥.

Deal K♣ to space; 7♠ on 6♠.

Move Q♣ (from rubbish-heap) on K♣; Kn♣ on Q♣; 8♠ (in depôt by itself) on 7♠ (foundation).

Deal K♥ to space; 9♠ on 8♠ (foundation); 9♥ on 8♥ (foundation); 4♠ on 3♠; 7♠ on 8♠; 7♣ on 6♣ (foundation).

Take 8♣; 9♣; 10♣ (from stock); 5♣; 6♣; 7♣; 8♣; 9♣; 10♣; Kn♣; Q♣; K♣; 5♠.

Move Q♥ (over Q♠) on K♥; Kn♠ on Q♠; Q♥ (from rubbish-heap) to space; 10♥ on 9♥ (foundation); 6♦ on 5♦ (foundation); K♦ on Q♦ (foundation); Kn♦ to space; 10♦ on Kn♦.

Take 7♦; Kn♥; Kn♣; 10♠; 7♥; 8♥; 9♥; 10♥; Kn♥; 6♠; and all the remaining cards.

HINTS.

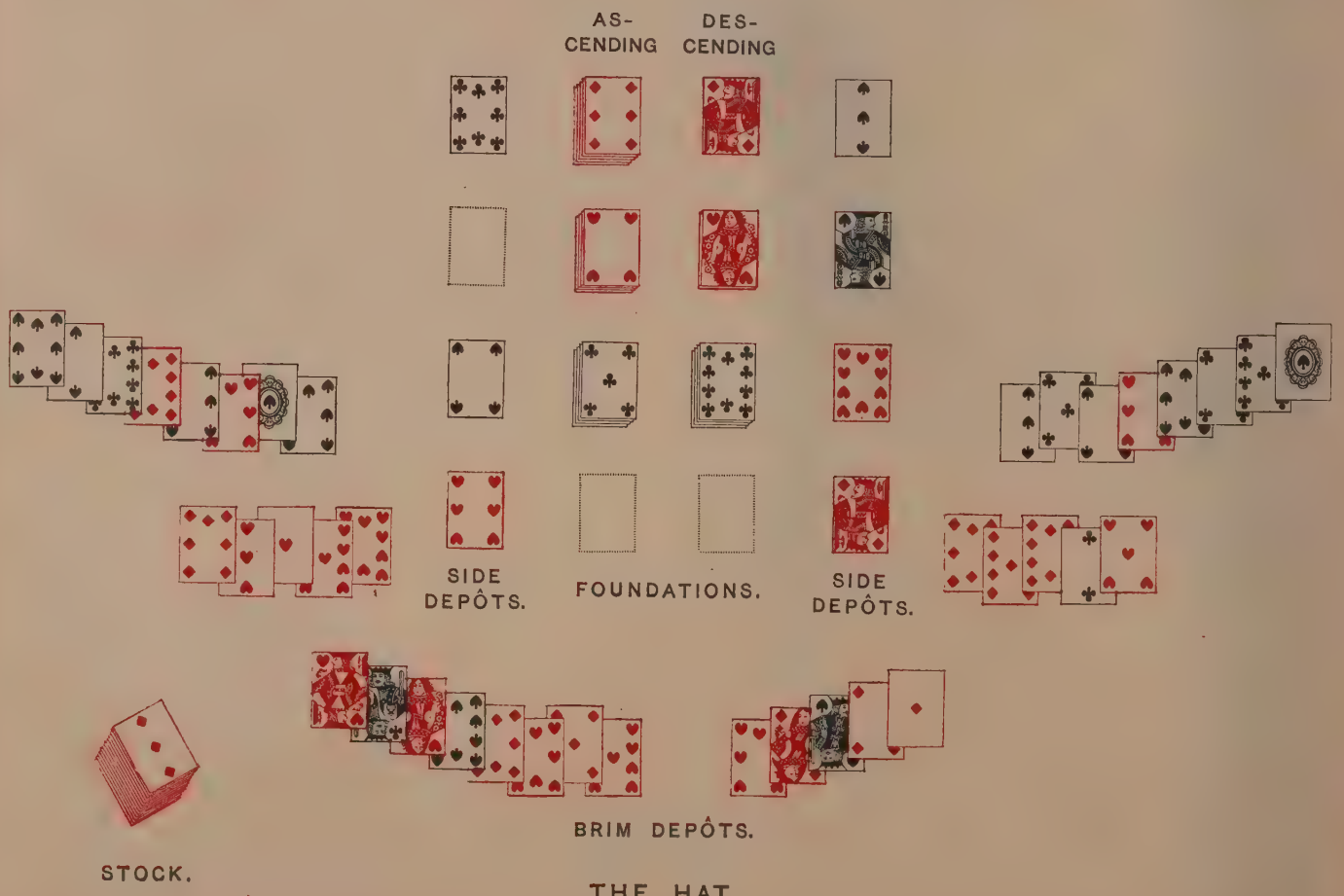
It is advisable to reserve spaces to which to move kings in depôts which block other depôt cards. In other respects the points of play are very similar to those of The Triple Line.

When the *Carré* is played with the alterations proposed, it is, with reasonable skill, in favour of the player.

VARIATION.

There is another way of playing the *Carré*, viz., by dealing only one card to each depôt, the aces not being removed from the pack. The stock is dealt to a rubbish-heap, taking aces as foundation cards when they appear, and cards in ascending sequence, and in suit, with the aces, and dealing cards in descending sequence, and in suit, on depôt cards. Top depôt cards may be moved to other depôts in descending sequence, and in suit. When spaces are left they may be filled from the top of the stock or from the top of the rubbish-heap. This form of the game is not nearly so interesting as the one given in the text.

DIAGRAM XIX.



THE HAT.

THE HAT.

Two Packs of fifty-two Cards.

To form four Ascending Sequences, and four Descending Sequences, following Suit.

RULES.

Shuffle an ace or a king to the top of the pack.

Then deal eight cards (including the top ace or king), in two perpendicular rows of four cards each, to form the sides of the hat (*side* depôts. *See* Diagram).

Deal six depôts of four cards together, in order from left to right, below the sides, to form the brim of the hat (*brim* depôts. *See* Diagram).

Aces or kings in side depôts, or on the top of brim depôts, are to be taken on foundations. If duplicates are available, the player has the option of taking the one he prefers. The foundations are usually arranged in two perpendicular rows between the side depôts. (*See* Diagram.)

Side depôt cards, and top brim depôt cards, in ascending sequence, and in suit, with aces may be taken. The same with regard to depôt cards in descending sequence, and in suit, with kings.

Any top brim depôt card may be moved to a space in a side depôt. No side depôt may contain more than one card.

If a space is left, by taking or moving all the cards from a brim depôt, the depôt must be filled by dealing to it, four cards together, from the top of the stock.

Having taken or moved such cards as it is deemed advisable, deal four cards together, from the top of the stock, to each of the brim depôts, in order from left to right. The whole series must be dealt before taking or moving any other cards.

Then take or move as before, and when no more can be done (or when it is not desired to take or move any more cards), deal again to the brim depôts, in order from left to right, by four cards at a time; and so on, until the stock is exhausted.

If at any time the cards of an ascending and a descending foundation, of the same suit, are in sequence, the top card only may be moved from the ascending to the descending foundation, or *vice versâ*.

Three deals are allowed.

After each deal the brim depôt cards are to be taken up, shuffled, and redealt, by four at a time to each brim depôt. The rules are the same as before, except that no side depôt cards are now to be dealt. Also, if, when the stock is nearly exhausted, it is found to contain only one, two, or three cards, the brim depôt to which those cards come in order, of course cannot have four cards dealt to it.

When there are a considerable number of cards in any brim depôt, it will be found convenient in order to economise room to pack the lower cards, so that only a few of the top cards can be seen. But brim depôt cards may be spread and examined at any time.

If, after the third deal, the patience is blocked, the *merci* is permitted of taking any one brim depôt card, other than a top card.

EXAMPLE.

Deal to the side depôts:—

Ace ♦; 5 ♣; 4 ♠; 2 ♣; 4 ♦; Kg ♥; Kg ♣; 3 ♥.

Deal to the brim depôts, in order from left to right:—

6 ♠	(top card);	7 ♥;	Ace ♠;	7 ♠	(bottom card).
Qn ♣	„ „ ;	10 ♥;	2 ♦;	10 ♥	„ „
2 ♥	„ „ ;	5 ♦;	3 ♦;	Ace ♣	„ „
4 ♥	„ „ ;	6 ♥;	3 ♠;	6 ♦	„ „
8 ♣	„ „ ;	Knv ♠;	Ace ♥;	8 ♦	„ „
6 ♥	„ „ ;	4 ♠;	5 ♣;	3 ♠	„ „

Arrange the stock as under:—

3 ♣ (top card); Qn ♥; Knv ♣; Kg ♦; 8 ♦; 8 ♥; 5 ♦; 9 ♥; Kg ♦; 4 ♣; 10 ♣; 7 ♥; 8 ♠; 2 ♠; 10 ♣; 10 ♦; 7 ♦; 3 ♥; Ace ♥; 9 ♥; Knv ♥; Kg ♣; Qn ♥; 10 ♠; Ace ♦; 4 ♦; Kg ♠; Qn ♦; 5 ♥; 2 ♣; 10 ♦; 9 ♦; Ace ♠; 9 ♣; 4 ♣; 8 ♠; 3 ♦; Qn ♠; Knv ♦; 6 ♣; Qn ♣; 6 ♠; Kg ♠; 4 ♥; 9 ♠; 7 ♣; 5 ♠; 3 ♣; 5 ♥; 6 ♦; 7 ♠; Kg ♥; Knv ♠; Knv ♥; 8 ♥; 5 ♠; 7 ♦; Qn ♠; 2 ♥; Qn ♦; 6 ♣; 9 ♦; 7 ♣; 2 ♦; 10 ♠; 9 ♠; 2 ♠; Knv ♦; Ace ♣; 9 ♣; 8 ♣; Knv ♣ (bottom card).

With the cards arranged as above, the patience can be won in one deal.

SOLUTION.

Take Ace ♦; Kg ♥; Kg ♣; Qn ♣.

Move 8 ♣ to side depôt; Knv ♠ to side depôt.

Take Ace ♥; 2 ♥; 3 ♥; 4 ♥.

Move 10 ♥ to side depôt; 5 ♦ to side depôt.

Take 2 ♦; 3 ♦; 4 ♦; 5 ♦; Ace ♣; 2 ♣.

Deal to the brim depôt space, by four cards together:—3 ♣ (top card); Qn ♥; Knv ♣; Kg ♦ (bottom card).

It so happens that all the cards just dealt can be taken. Therefore,

Take 3 ♣; Qn ♥; Knv ♣; Kg ♦. And,

Deal again to the brim depôt space:—8 ♦ (top card); 8 ♥; 5 ♦; 9 ♥ (bottom card).

As a rule, it is advisable to keep several side depôt spaces. But here, it should be noted that 6 ♥ is a card likely to be soon wanted, and that, if cards are now dealt to the brim depôts, both the sixes of hearts will be buried. The same applies to 3 ♠; so, on the whole, it is probably good play to sacrifice two side depôt spaces. Accordingly,

Move 6 ♥ (over 3 ♠) to side depôt; 3 ♠ to side depôt.

Take 6 ♦.

Deal to the brim depôt space:—Kg ♦ (top card); 4 ♣; 10 ♣; 7 ♥ (bottom card).

Move Kg ♦ (from brim depôt) to side depôt.

Take 4 ♣; 5 ♣; 10 ♣.

It is not good policy to sacrifice the only side depôt space, even to save the second seven of hearts, or the second eight of diamonds, and to leave a brim depôt space. Therefore,

Deal to the brim depôts, in order from left to right:—8 ♠ (top card); 2 ♠; 10 ♣; 10 ♦ (bottom card); 7 ♦ (top card); 3 ♥; Ace ♥; 9 ♥ (bottom card). Knv ♥ (top card); Kg ♣; Qn ♥; 10 ♠ (bottom card). Ace ♦ (top card); 4 ♦; Kg ♠; Qn ♦ (bottom card). 5 ♥ (top card); 2 ♣; 10 ♦; 9 ♦ (bottom card). Ace ♠ (top card); 9 ♣; 4 ♣; 8 ♠ (bottom card).

Diagram XIX. shows the Example played to this point.

Move 8 ♠ to side depôt.

Take Ace ♠; 2 ♠; 3 ♠; 4 ♠; Knv ♥; 10 ♥; 5 ♥; 6 ♥; 9 ♣; 8 ♣. (Do not take 7 ♦ at present.)

As there are plenty of side depôt spaces, the player can afford to sacrifice two of them. Therefore,

Move Ace ♦ to side depôt; 4 ♦ to side depôt.

Take Kg ♠; Qn ♦ (on Kg ♦, foundation); 7 ♥.

Deal to the brim depôt space:—3 ♦ (top card); Qn ♠; Knv ♦; 6 ♣ (bottom card).

Move 3 ♦ to side depôt.

Take Qn ♠; Knv ♠; Knv ♦. (Do not take 7 ♦, nor 6 ♣.)

Move Kg ♣ to side depôt; Qn ♥ to side depôt; 2 ♣ to side depôt.

Take 10♠; 10♦; 9♦; 8♦ (over 8♥); 7♦ (descending); 8♥.

Move 6♦ (from ascending foundation) on 7♦ (descending foundation).

Take 5♦ (from brim depôt); 4♦; 3♦.

Move 9♥ to side depôt (do not take 9♥ at present, as it may be important to reserve the power of deciding whether it shall go on the ascending or on the descending foundation).

Deal to the brim depôt space:—QN♣ (top card); 6♠; KG♠; 4♥ (bottom card).

Move 6♣ to side depôt (do not take 6♣. It is better to wait to see how the clubs in the stock come, when dealt, especially as the duplicate 5♣ is buried. If 7♣ is dealt so as to be available, the player will have the option of continuing the descending club sequence, and of taking 4♣. Though all the side depôts are occupied, it must not be forgotten that there are two spaces at command, whenever the player chooses to take 6♣ and 9♥).

Deal to the brim depôt space:—9♠ (top card); 7♣; 5♠; 3♣ (bottom card).

The advantage of not taking 6♣ is now apparent, as the descending clubs can be run off down to the two, as follows:—

Take 9♠; 7♣; 6♣ (descending); 5♠.

Move 5♣ (from ascending foundation) on 6♣ (descending foundation).

Take 4♣ (over 8♠, in brim depôt); 3♣; 2♣.

Deal to the brim depôt space:—5♥ (top card); 6♦; 7♠; KG♥ (bottom card).

Move 10♣ to side depôt; 10♦ to side depôt.

Take 6♠; 8♠ (over 6♥, in brim depôt, descending); 9♥ (descending).

Move 8♥ (from ascending foundation) on 9♥ (descending foundation).

Take 7♥ (over ACE♠ in brim depôt, descending); 6♥ (descending); 5♥; 6♦; 7♠ (ascending); 8♠ (from side depôt).

It is now doubtful whether to sacrifice a side depôt space, in order to see four more cards, or whether to deal to the brim depôts. As the cards happen to lie, the patience can be won, on the deal, in either way. As a rule, when in doubt, do not sacrifice one of two side depôt spaces, because two side spaces give very considerable command of the game; much more than twice the command of one side space. Accordingly,

Deal to the brim depôts, in order from left to right:—KNV♠ (top card); KNV♥; 8♥; 5♠ (bottom card). 7♦ (top card); QN♠; 2♥; QN♦ (bottom card). 6♣ (top card); 9♦; 7♣; 2♦ (bottom card). 10♠ (top card); 9♠; 2♠; KNV♦ (bottom card). ACE♣ (top card); 9♣; 8♣; KNV♣ (bottom card).

Move 10♠ to side depôt.

Take 7♦; 9♠ (ascending); 10♠; KNV♠; QN♠; ACE♣.

Move 4♠ to side depôt.

Take 5♣; 6♣.
Move 9♦ to side depôt.
Take 7♣; 2♦; Ace♦.
Move 9♣ to side depôt.
Take 8♣; 9♣; 10♣; Knv♣; Qn♣; Kg♣; 8♦; 9♦; 10♦.

Move Knv♥ to side depôt; 8♥ on 7♥ (foundation); 5♠ to side depôt; Ace♠ to side depôt; 2♥ to side depôt.

Take all the spades; Knv♦; Qn♦; Kg♦; and all the remaining hearts.

HINTS.

The management of side depôt spaces is all important in this patience. As a general rule, a single space should not be filled until another can be immediately left. Even when there are two side spaces, the player should be cautious as to sacrificing one of them, unless to move a card likely to be wanted, of which the duplicate is buried, or a card which fills a gap in a side depôt sequence, and which is therefore likely to lead to the obtaining of several side depôt spaces.

If the player has the option of taking a card from a side depôt or from a brim depôt, it is in most cases advisable to take it from the side.

It is frequently sound policy to move a card to a side space, in preference to taking it at once, if the card is one which may be subsequently wanted either on an ascending or on a descending foundation. For by waiting, the decision is postponed until a number of other cards have been seen. Some good illustrations of this hint occur in the Example, especially in the case of the six of clubs. If that card is taken at once, instead of being moved to the side space, the chance of winning the patience on the deal is much prejudiced.

During the play of the third deal, side depôt tactics require some modification. For, roughly speaking, if several brim depôts contain eight cards at the end of the third deal, the patience can seldom be won. Therefore, after dealing the first series of brim depôts of the third deal, it is very desirable to obtain a brim depôt space; and, to this end, it is nearly always right to sacrifice every side space but one. Of course, something will depend on the cards already taken, and on how those already dealt are disposed.

Also, towards the end of the second and third deals, when there are less than twenty-four cards in the stock, bear in mind that the remainder of the deal will not cover the right hand brim depôts. For instance:—There are twenty cards in the stock. The second

card of the right hand brim depôt is one which it is necessary to save; and, there are two side spaces. There is no occasion to sacrifice either space, as after the completion of the deal the card which must be saved will still be a top card but one. And, after seeing all the other cards the player will have a definite problem in place of an indefinite one; and, he will be better off than if he had previously moved any cards from the right-hand depôt. (*See* Hat Problem, which illustrates this hint.)

This patience is very uncertain. On the whole, with really good play, it is believed to be somewhat in favour of the player, without the *merci;* with the *merci*, it is decidedly in his favour.

VARIATIONS.

Some players do not allow the shuffling of an ace or king to the top of the stock, before commencing the deal. But, if, after dealing the first series of brim depôts, no side space can be left, the patience is so much against the player as to be hardly worth attempting.

Some players do not shuffle the cards taken up after the first and second deals. But this plan makes the game one of memory, as, if the depôt cards are arranged in order, the position of every card in the stock is known.

Some players deal to the brim depôts by three cards at a time. This makes the patience easier. When thus played, it is not permitted to move cards from one foundation to another.

HAT PROBLEM.

End Hand. Third Deal. Patience to be won.

Place in the side depôts:—

K♥; Kn♥; 5♠; 2♠; 5♣; 4♣; 2♣. One side depôt empty.

On the foundation sequences:—

Ascending:—(1). A♠ to K♠. (2). A♥ to 6♥. (3). A♣ to 7♣. (4). A♦ to 5♦.

Descending:—(1). K♠ to 7♠. (2) K♥ to 8♥. (3). K♣ to 9♣. (4). K♦ to 8♦.

Arrange the brim depôts, in order from left to right, as follows:—

(1). K♦ (top card); Kn♣; 3♥; 2♦; 3♣ (bottom card). (2). 8♥ (top card); 7♦; A♣; 8♣ (bottom card).

(3). 7♣ (top card); 9♣; Qn♣; Knv♦ (bottom card).
(4). 3♠ (top card); Kg♣; 8♦; 10♦ (bottom card).
(5). Ace♦ (top card); 9♦. (6). 6♦ (top card); Qn♦; 4♥ (bottom card).

In the stock:—

9♥ (top card); 10♣; 5♦; 7♥; 7♥; 6♦; 6♥; Qn♥; 3♦; 6♠; 5♥; Ace♠; 2♥; Ace♥; 7♦; 8♣; 4♦; 10♥; 6♣; 4♠ (bottom card).

SOLUTION OF HAT PROBLEM.

The 6♦ might be taken; but, as it can be equally taken after dealing, it is better to deal first *(see* Hint, pp. 97, 98). Accordingly,

Deal to the brim depôts, by four cards together, in order from left to right:—

9♥ (top card);	10♣;	5♦;	7♥ (bottom card).		
7♥ „	„ ;	6♦;	6♥;	Qn♥	„ „
3♦ „	„ ;	6♠;	5♥;	Ace♠	„ „
2♥ „	„ ;	Ace♥;	7♦;	8♣	„ „
4♦ „	„ ;	10♥;	6♣;	4♠	„ „

It will now be seen that if 6♦, over Qn♦, had been taken, the patience cannot be won without a *merci*. To win without the *merci*,

Take 7♥ (ascending); 6♦ (over 6♥).

Move 8♥ (from descending foundation) on 7♥ (ascending foundation); 4♦ to side depôt.

Take 9♥ (from depôt); 10♥; Knv♥.

Move 6♥ to side depôt.

Take Qn♥; Kg♥; 8♥; 7♦ (descending); 6♦ (from depôt).

Move Ace♣ to side depôt.

Take 8♣ (descending).

Move 7♣ (from ascending foundation) on 8♣ (descending foundation).

Take 6♣ (from depôt); 5♣; 4♣.

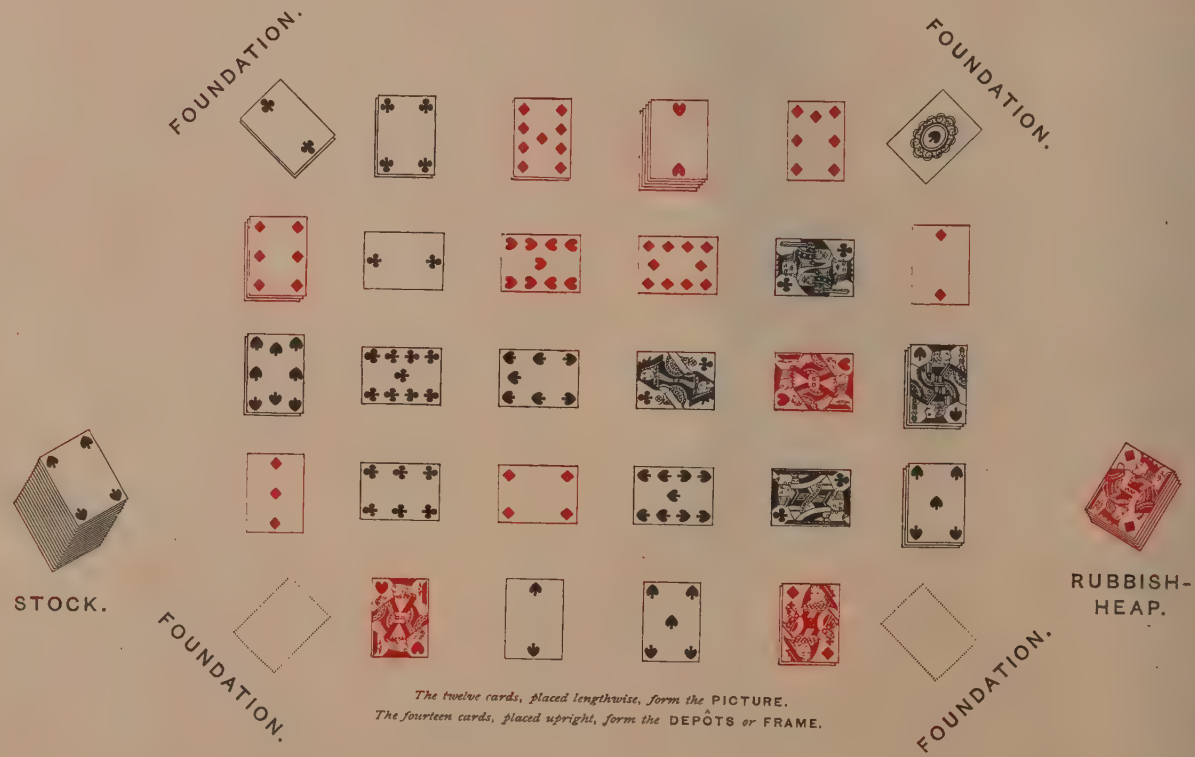
Move 10♣ to side depôt; Qn♦ to side depôt.

Take 5♦ (descending); 4♦; 3♦; 6♠; 5♠; 4♠; 7♥; 6♥; 5♥; 4♥.

Move Kg♦ to side depôt; Knv♣ to side depôt; Ace♠ to side depôt.

Take 3♥; 2♥; Ace♥; and all the remaining cards.

DIAGRAM XX.



The twelve cards, placed lengthwise, form the PICTURE.
The fourteen cards, placed upright, form the DEPÔTS *or* FRAME.

THE FRAME.

THE FRAME.

Two Packs of fifty-two Cards.

To form four Ascending Sequences, following Suit, and, on them, four Descending Sequences, following the same Suit in each Pile.

RULES.

Deal twelve cards, in three rows of four each, to represent the *Picture.*

Then deal fourteen cards round the picture, to form the depôts (called the *Frame).* It is advisable to place the frame cards at right angles to the picture, as shown in Diagram XX.

Aces, of different suits, are to be taken from the frame to form the foundations.

A frame card which is in ascending sequence, and in suit, with any top foundation card may be taken, until the ascending sequence is complete. Then, the second king, of the same suit as that of the completed sequence, may be taken on the first king; and a descending sequence is to be similarly formed. Cards may only be taken from the frame.

A frame card may be moved from one depôt to another, either in ascending or in descending sequence, and in suit. But, a depôt sequence begun in ascending order may not have cards moved on it in descending order; and *vice versâ.* Aces are not in sequence with kings, nor kings with aces.

The cards of the stock are to be dealt to the rubbish-heap, or are to be used to fill the picture, in the manner following:—

When a space is left, by taking a frame card from a depôt (or all the frame cards from a depôt, if it contains more than one), or by moving a frame card, it is compulsory to move a card from the picture to the space, at once *(i.e.* before any other card is dealt, taken or moved). The card moved must be one of those in the same straight line as the space, horizontal or perpendicular as the case may be. And, it is then compulsory to fill the vacancy in the picture, at once, from the top of the stock.

When there are no more cards in the stock, it is similarly compulsory to fill the picture, at once, from the top of the rubbish-heap. Of course, when there are no more cards in the rubbish-heap, the picture can no longer be filled.

Stock cards may not be dealt to the frame, nor on foundations; nor may rubbish-heap cards be moved to the frame nor on foundations. These cards must always be dealt or moved to the picture, and must thence be moved to the frame.

Only one deal is allowed.

EXAMPLE.

Deal to the picture:—

First row: 2♣ (left-hand card); 4♣; 10♦; 4♥ (right-hand card).

Second row: 9♣ (left-hand card); 7♠; Qn♣; Knv♥ (right-hand card).

Third row: Qn♦ (left-hand card); 3♦; 9♠; Kg♦ (right-hand card).

Deal to the frame:—

7♦ (opposite 2♣); next to it, 10♦ (opposite 4♣); and so on, from left to right all round the picture, 8♥ (opposite 10♦ in picture, and next to 10♦ in frame); 7♦ (opposite 4♥); 5♠ (opposite and to the right-hand side of 4♥); Kg♠; 7♠ (from pack); 7♥; 5♠ (opposite 9♠); Qn♠; Knv♥ (from pack); 2♣ (from pack, opposite and to the left-hand side of Qn♦); 9♠ (from pack); 6♥ (opposite and to the left-hand side of 2♣ in picture).

Arrange the stock as follows:—

8♦ (top card); Knv♣; 6♦; 5♣; 5♥; Knv♠; Ace♣; 9♦; 6♠; 6♠; 6♣; 9♥; 4♣; 3♥; 2♥; Ace♠; 2♦; 8♠; 5♥; 2♦; 2♠; Kg♣; 9♣; 2♥; Kg♦; 4♦; 4♠; Kg♣; Ace♥; Kg♥; Qn♠; 2♠; 3♣; Kg♠; Ace♦; 8♥; 10♣; 9♦; Qn♦; 5♣; 8♣; Knv♦; 3♦; Kg♥; 7♣; 10♥; Qn♥; Qn♣; Ace♠; 10♠; Knv♣; 5♦; 9♥; Knv♦; 8♦; 6♣; 10♥; 5♦; Knv♠; 6♥; 8♠; Ace♣; 3♠; 4♥; 4♠; 8♣; 7♥; 4♦; 10♣; Qn♥; Ace♥; 10♠; 7♣; 3♥; 6♦; 3♠; 3♣; Ace♦; (bottom card).

SOLUTION.

Move Qn♠ on Kg♠; 4♣ to frame.

Deal 8♦ to picture.

Move 7♥ on 8♥; Kg♦ to frame.

Deal Knv♣ to picture.

Move 6♥ on 7♥; 8♦ to frame.

Deal 6♦ to picture.

Move 7♦ (opposite 2♣) on 8♦; QN♦ to frame.
Deal 5♣ to picture.
Move QN♦ on KG♦; 5♣ to frame.
Deal 5♥ to picture.
Move 4♣ on 5♣; 6♦ to frame.
Deal KNV♠ to picture.
Move 6♦ on 7♦ (over 8♦); KNV♠ to frame.
Deal ACE♣ to picture.
Move KNV♠ on QN♠; ACE♣ to frame.
Deal 9♦ to picture.
Take ACE♣.
Move 9♦ to frame.
Deal 6♠ to picture; 6♠ (from stock) to rubbish-heap.
Take 2♣ (from frame).
Move 5♥ to frame.
Deal 6♣ to picture.
Move 9♦ on 10♦; 6♠ (from picture) to frame.
Deal 9♥ to picture; 4♣ (from stock) on 6♠ (rubbish-heap).
Move 5♥ on 6♥; 3♦ to frame.
Deal 3♥ to picture.
Move 6♠ on 7♠; 3♥ to frame.
Deal 2♥ to picture.
Move 5♠ (opposite 4♥) on 6♠; 4♥ to frame.
Deal ACE♠ to picture.
Move 4♥ on 5♥; ACE♠ to frame.
Deal 2♦ to picture.
Move 3♥ on 4♥; 2♥ to frame.
Deal 8♠ to picture; 5♥ on 4♣ (rubbish-heap); 2♦ (from stock) on 5♥.
Move 2♥ on 3♥; 8♠ to frame.
Deal 2♠ to picture.
Take ACE♠.
Move 2♦ (from picture) to frame.
Deal KG♣ to picture; 9♣ (from stock) on 2♦ (rubbish-heap); 2♥ (from stock) on 9♣ (rubbish-heap); KG♦ on 2♥ (rubbish-heap).
Move 8♠ on 9♠; 2♠ to frame.
Deal 4♦ to picture.
Diagram XX. shows the Example played to this point.
Take 2♠.
Move 4♦ to frame.
Deal 4♠ to picture; KG♣ (from stock) on KG♦.
Move 3♦ on 4♦; 4♠ to frame.
Deal ACE♥ to picture.
Move 4♠ on 5♠ (over 6♠); ACE♥ to frame.
Deal KG♥ to picture; QN♠ on KG♣ (rubbish-heap); 2♠ (from stock) on QN♠.
Move 2♦ on 3♦; 9♥ to frame.
Deal 3♣ to picture; KG♠ on 2♠ (rubbish-heap).
Take ACE♥.
Move 6♣ to frame.
Deal ACE♦ to picture; 8♥ on KG♠.
Take 2♥; 3♥; 4♥; 5♥; 6♥; 7♥; 8♥.

Move Qn ♣ to frame.

Deal 10♣ to picture; 9♦ (from stock) on 8♥ (rubbish-heap); Qn♦ (from stock) on 9♦ (rubbish-heap); 5♣ on Qn♦ (rubbish-heap).

Take 9♥.

Move 3♣ to frame.

Deal 8♣ to picture.

Take 3♣.

Move 8♣ to frame.

Deal Knv♦ to picture; 3♦ on 5♣.

It is probably advisable to prepare for a descending sequence; and, as the heart suit is the only one available for this purpose, to save the duplicate Kg♥. Therefore,

Take 4♣; 5♣.

Move Ace♦ to frame.

Deal Kg♥ (from stock) to picture.

Take Ace♦.

Move Kg♥ (in same straight line as space) to frame.

Deal 7♣ to picture.

Take 6♣.

Move 7♣ to frame.

Deal 10♥ to picture.

Take 7♣.

Move 10♥ to frame.

Deal Qn♥ to picture; Qn♣ (from stock) on 3♦; Ace♠ on Qn♣ (rubbish-heap).

Take 10♥.

Move Qn♥ to frame.

Deal 10♠ to picture; Knv♣ (from stock) on Ace♠.

Take 2♦; 3♦; 4♦.

Move Knv♦ to frame.

Deal 5♦ to picture.

Take 8♣.

Move Kg♣ to frame.

Deal 9♥ to picture; Knv♦ (from stock) on Knv♣ (rubbish-heap); 8♦ on Knv♦ (rubbish-heap); 6♣ on 8♦.

Move Qn♣ on Kg♣; 10♣ to frame.

Deal 10♥ (from stock) to picture; 5♦ (from stock) on 6♣.

As there are several medium spades in the picture, it would be well to prepare for some of the descending spade sequence. Therefore,

Take Knv♥.

Move 9♣ to frame.

Deal Knv♠ (from stock) to picture; 6♥ on 5♦ (rubbish-heap).

Take Qn♥.

Move Knv♣ to frame.

Deal 8♠ (from stock) to picture.

Take Kg♥ (from frame).

Move 10♠ to frame.

Deal Ace♣ to picture (preparing for some of the descending clubs).

Move Knv♦ on Qn♦; 5♦ to frame.

Deal 3♠ to picture; 4♥ on 6♥.

Take 5♦.

Move 3♠ to frame.

Deal 4♠ (from stock) to picture (preparing for descending sequence); 8♣ (from stock) on 4♥; 7♥ on 8♣ (rubbish-heap); 4♦ on 7♥; 10♣ (from stock) on 4♦.

All the ascending sequences being now arranged for taking, and Qn♥ being on the top of the stock, it will shorten the solution without lessening the chance of success, to deal to the picture. Accordingly,

Take 3♠.

Move Kg♥ (from picture) to frame.

Deal Qn♥ to picture.

Take Kg♥ (on Kg♥ foundation, commencing the descending sequence).

Move Qn♥ to frame.

Deal Ace♥ to picture.

Take Qn♥.

Move 7♠ to frame.

Deal 10♠ to picture.

Take 4♠ (over 5♠); 5♠ (over 6♠); 6♠; 7♠ (opposite 8♠ in picture).

Move 8♠ (in same straight line with space) to frame.

Deal 7♣ to picture.

Take 6♦; 7♦ (over 8♦); 8♦.

Move 4♠ to frame.

Deal 3♥ to picture.

Take 8♠ (over 9♠); 9♠.

Move Knv♥ to frame.

Deal 6♦ to picture.

Take 9♣.

Move Ace♣ to frame.

Deal 3♠ to picture.

Take 10♠ (from frame).

Move 2♣ to frame.

Deal 3♣ to picture.

Take 10♣ (from frame).

Move 9♠ to frame.

Deal Ace♦ to picture.

The patience now presents a very easy definite problem, as will appear on examining the rubbish-heap, from which cards are next to be moved to picture.

Take 9♦; 10♦ (from frame).

Move 10♠ (from picture) to frame; 10♣ (from rubbish-heap) to picture.

Take Knv♣.

Move 3♠ to frame; 4♦ to picture.

Take Qn♣; Kg♣.

Move 9♥ to frame; 7♥ to picture.

Take Knv♠ (over Qn♠); Qn♠; Kg♠.

Move 10♥ to frame; 8♣ to picture.

Take Knv♦; Qn♦; Kg♦.

Move 6♦ to frame; 4♥ to picture; 4♠ on 3♠; 3♣ to frame; 6♥ to picture.

Take Knv♥.

Move Knv♠ to frame; 5♦ to picture; 2♣ on Ace♣; 6♥ to frame; 6♣ to picture; 3♣ on 2♣; 6♣ to frame; 8♦ to picture; 5♠ on 4♠; 8♣ to frame; Knv♦ to picture; 8♠ on 7♠; 7♣ to frame; Knv♣ to picture; 9♠ on 8♠; 10♦ to frame; Ace♠ to picture; 10♠ on 9♠; 10♣ to frame; Qn♣ to picture; Knv♠ on 10♠; 5♦ to frame; 3♦ to picture.

Take 10♥.

Move 3♦ to frame; 5♣ to picture.

Take 9♥.

Move Ace♠ to frame; Qn♦ to picture; 7♣ on 6♣; 4♦ to frame; 9♦ to picture; 4♦ on 3♦; Knv♣ to frame; 8♥ to picture; 5♦ on 4♦; Qn♣ to frame; Kg♠ to picture; 6♦ on 5♦; 8♥ to frame; 2♠ to picture; 7♦ on 6♦; 2♠ to frame; Qn♠ to picture; 2♠ on Ace♠; Qn♠ to frame; Kg♣ to picture; Qn♠ on Knv♠; Kg♣ to frame; Kg♦ to picture.

Take 8♥.

Move Kg♦ to frame; 2♥ to picture.

Take Kg♦.

Move 7♥ to frame; 9♣ to picture.

Take 7♥.

Move 9♣ to frame; 2♦ to picture.

Take 6♥.

Move 5♣ to frame; 5♥ to picture; 10♣ on 9♣; Kg♠ to frame; 4♣ to picture.

Take Kg♠.

Move 4♣ to frame; 6♠ to picture.

To shorten the solution, take all the clubs; move 6♠ to frame, and take all the spades; move any of the cards, from the picture, in their own straight lines to the frame spaces; and the patience is won.

HINTS.

As a rule, it is advisable to deal to the rubbish-heap, any card of which there is a duplicate in the frame, or in the picture, or on a foundation. This hint, however, does not apply when the player contemplates saving cards which are likely to be wanted for the descending sequences. Several instances occur in the Example, as in the case where the second king of hearts is saved.

Before saving duplicate cards, as above explained, examine the rubbish-heap, to ascertain whether the stock contains cards which will assist in forming the descending sequence of the suit it is proposed to save.

Thus:—When the second king of hearts is saved, the stock contains queen of hearts, ten of hearts and nine of hearts; and there is a duplicate knave of hearts in the picture.

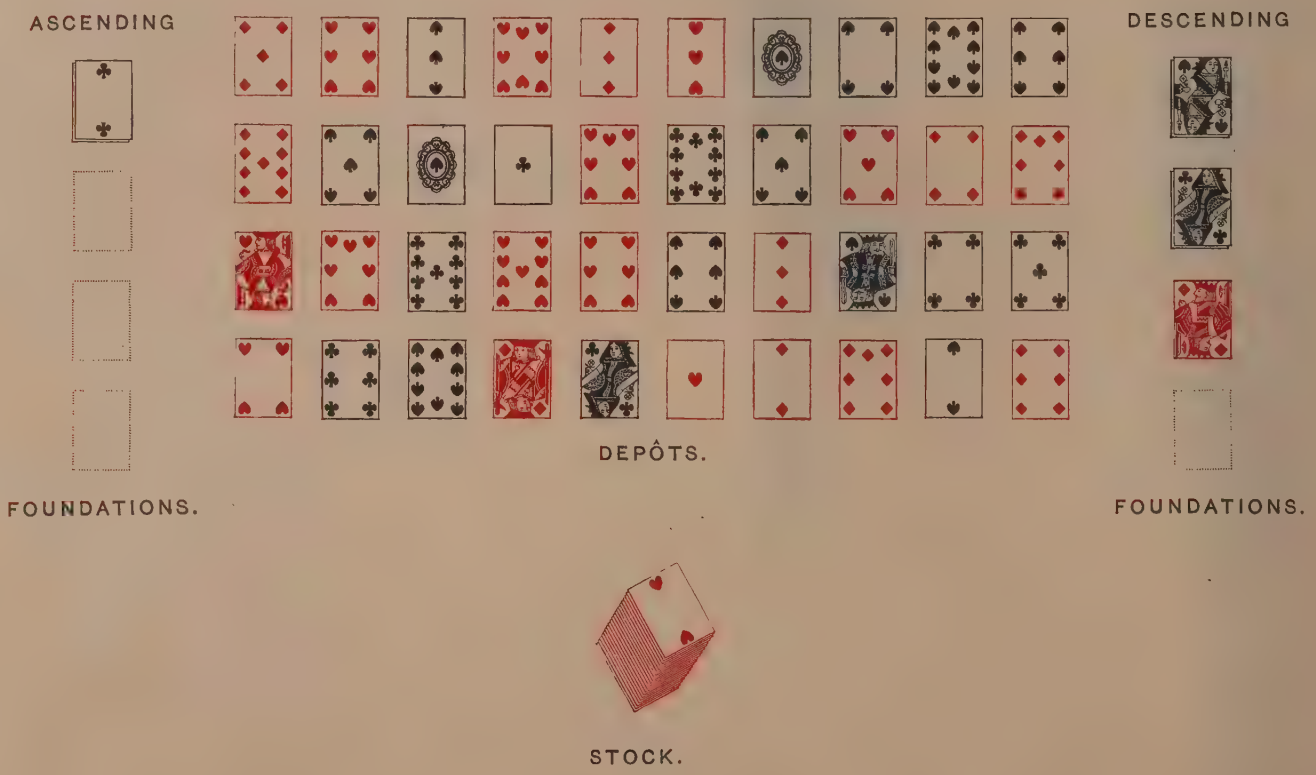
When moving, from one depôt to another, in the first place endeavour to form descending sequences with high cards, which can be afterwards taken on the ascending sequences. Later in the game, this hint is of course reversed. And, never move duplicate cards belonging to the same sequence of the same suit both in ascending or both in descending order.

The first part of the hint about moving should be subject to the consideration of opening spaces in the frame which will allow of the release of cards in the picture that are urgently wanted, either for filling gaps in sequences partly formed in the depôts, or for the foundations. No general rule can be laid down. The judgment of the player must be exercised.

When taking, from the frame, judgment must be similarly brought into play. For instance:—In the Example, when the two of diamonds is moved on the three, and the nine of hearts to frame, the ace of hearts might be taken instead. To take it, however, would be bad play, as with three of clubs on the top of the stock, taking the heart might result in blocking the patience.

This patience, though it presents several pretty points, is very easy, and is greatly in favour of the player.

DIAGRAM XXI.



THE BRITISH BLOCKADE.

THE BRITISH BLOCKADE.

Two Packs of fifty-two Cards.

To form four Ascending and four Descending Sequences, following Suit.

RULES.

Deal ten cards in a horizontal row, forming ten depôts.

Aces (of different suits), or kings (of different suits), in this row, may be taken; and cards in ascending sequence, and in suit, with the ace foundations, or in descending sequence, and in suit, with the king foundations, may be taken. Spaces (or as they are called in this patience, *vacancies)*, are to be filled from the top of the stock. The vacancy to the left must be first filled; and the filling must continue in order to the right.

When all vacancies have been filled, any available cards may be again taken, and the vacancies must then be refilled.

When no more cards can be taken, or when it is not deemed advisable to take any, deal a second row of ten cards, below the first row. The whole row must be dealt before any more cards are taken.

The depôt cards in the second (and succeeding) rows are not dealt overlapping *(see* Diagram XXI).

Any available cards may now be taken from either row, and their places (called *vacancies)*, filled from the top of the stock. It is optional to take one card, and then to fill before taking another; or to take more than one card before filling; but, when filling has once begun, all vacancies must be filled before any other card may be taken.

When filling, the first row must be filled (in order from left to right) before the second; the second row must then be filled (in order from left to right). Thus:—Suppose there are two vacancies, and that the ace of spades (a card wanted for a foundation), is on the top of the stock. It must be dealt to the first row (if there is a vacancy in it), and to the left hand vacancy in that row, if both are in the same row. And, the second vacancy must be filled, before the ace of spades may be taken.

When there are no more available cards, in either row, or when it is not desired to take any, deal a third row of ten cards, below the second; and bear

in mind that when dealing a row, the whole row must be dealt before proceeding to take any card.

Then, take and fill as before, either from the first or third row. The cards in the middle row are *blockaded*, and may not be taken; but, when a card is taken from the first or third row, the card in the middle row (above or below the one taken, as the case may be), is released, and, if available, may then be taken.

After taking, fill as before, bearing in mind that the first row must be filled first, and from the left; and that the second row must similarly be filled before the third.

After filling all vacancies, again take and fill as before; or deal a fourth row; and so on with a fifth or sixth row, as long as any cards remain undealt. When there are but few cards in the stock, of course vacancies can only be filled, or a row dealt, as far as the cards will go.

When a fourth row has been dealt, the cards in the second and third rows are blockaded, but may be released by taking the cards above or below them. In other words, the top or bottom card of any depôt may be taken (hence it is found convenient to deal the depôt cards without overlapping). Intermediate cards (*i.e.* cards which are enclosed between others both above and below), may not be taken; and there is no moving to a space, nor from one depôt to another.

At any time during the play (subject to the rules that filling vacancies must be completed when once begun, and that dealing to a row must be completed when once begun), if the top card of an ascending foundation is in sequence with the top card of a descending sequence, of the same suit, any number of cards may be moved from the ascending to the descending foundation, or *vice versâ*.

When the stock is exhausted, if, after taking all the available cards, the patience becomes blocked, the *merci* is permitted of taking any one blockaded card. The card thus taken releases the ones immediately above and below it. For instance:—If there are five rows dealt, and if the *merci* card is in the third row, the second and fourth cards of that perpendicular row are released. Some players permit a second *merci*.

Only one deal is allowed.

EXAMPLE.

Arrange the cards as under:—

5♦ (top card); 6♥; Ace♣; 8♥; Kg♦; 3♥; Kg♣; 4♠; 10♠; 6♠; 3♠; 9♦; Qn♣; Ace♠; Kg♠; 7♥; Qn♠; 5♠; 5♥; 4♦; 7♦; Ace♣; 10♣; Ace♠; 5♠; 3♦; Knv♥; 7♥; 9♣; 9♥; 6♥; 6♠; 3♦; Kg♠; 2♣; 5♣; 4♣; 4♥; 6♣; 10♠; Knv♦; Qn♣; Ace♥;

2♦; 7♦; 2♠; 6♦; 2♥; 4♦; Kg♥; Kg♣; 5♣; Kg♦; Knv♣; 3♣; Knv♥; 4♥; 10♥; 2♣; Knv♠; Ace♦; 3♠; Qn♥; 7♣; Qn♦; 5♦; 10♦; 10♥; Knv♦; 9♠; 2♥; 2♦; 8♠; 10♦; Qn♦; 5♥; 4♠; 8♣; 7♠; 6♦; 7♣; Knv♣; 9♥; 8♥; Qn♥; 10♣; 7♠; 9♠; 3♥; 9♦; 3♣; Knv♠; Ace♦; 2♠; 8♠; 8♦; 8♣; 6♣; Qn♠; 4♣; 9♣; Ace♥; 8♦; Kg♥ (bottom card).

SOLUTION.

Deal to the first row (in order from left to right):—5♦; 6♥; Ace♣; 8♥; Kg♦; 3♥; Kg♣; 4♠; 10♠; 6♠.

Take Ace♣.

Deal 3♠ to vacancy.

The top card of the stock, 9♦, is not wanted in the first row. Therefore, do not take either Kg♦ or Kg♣; but,

Deal to the second row (in order from left to right):—9♦; Qn♣; Ace♠; Kg♠; 7♥; Qn♠; 5♠; 5♥; 4♦; 7♦.

Take Kg♠.

Deal Ace♣ (from stock) to vacancy.

Take Qn♠.

Deal 10♣ to vacancy.

Take Kg♣.

Deal Ace♠ (from stock) to vacancy.

Take Qn♣.

Deal 5♠ (from stock) to vacancy.

Take Kg♦.

Deal 3♦ to vacancy.

Deal to the third row (in order from left to right):—Knv♥; 7♥; 9♣; 9♥; 6♥; 6♠; 3♦; Kg♠; 2♣; 5♣.

Take 2♣.

Deal 4♣ to vacancy.

It is now doubtful whether the best play is to take Ace♠, and to deal 4♥ to vacancy, or whether to deal a fourth row. On the whole, it is probably advisable to deal. Therefore,

Deal to the fourth row (in order from left to right):—4♥; 6♣; 10♠; Knv♦; Qn♣; Ace♥; 2♦; 7♦; 2♠; 6♦.

Diagram XXI. shows the Example played to this point.

Take Ace♠.

Deal 2♥ to vacancy.

Take 2♠; 3♠.

Deal 4♦ to vacancy (first row); Kg♥ to vacancy.

Take Ace♥.

Deal K♣ to vacancy.
Take 2♥.
Deal 5♣ to vacancy.
Take K♥.
Deal K♦ (from stock) to vacancy.
Take 3♥.
Deal Knv♣ to vacancy.
Take Knv♣; 10♣.
Deal 3♣ to vacancy (first row); Knv♥ to vacancy.
Take 4♠.
Deal 4♥ (from stock) to vacancy.
Take 4♥ (from first row); 5♥.
Deal 10♥ to vacancy (first row); 2♣ to vacancy.
Take 6♥; 5♠.
Deal Knv♠ to vacancy (first row); Ace♦ to vacancy.
Take 6♠.
Deal 3♠ to vacancy.
Take Knv♠; Ace♦.
Deal Q♥ to vacancy (first row); 7♣ to vacancy.
Take 2♦; 3♦ (from first row); 7♥.
Deal Q♦ to vacancy (first row); 5♦ to vacancy (second row); 10♦ to vacancy.
Take Q♦.
Deal 10♥ (from stock) to vacancy.
Take 10♠ (from fourth row); 9♣.
Deal Knv♦ (from stock) to vacancy (third row); 9♠ to vacancy, and take it; deal 2♥ to vacancy.
Take 8♥.
Deal 2♦ to vacancy.
Take 4♦.
Deal 8♠ to vacancy.
Take Knv♦; 9♥.
Deal 10♦ (from stock) to vacancy (third row); Q♦ to vacancy.
Take 10♦.
Deal 5♥ to vacancy.
Take 8♠.
Deal 4♠ to vacancy.
Take Q♥.
Deal 8♣ to vacancy.
Take 8♣; 7♣.
Deal 7♠ to vacancy (first row); 6♦ (from stock) to vacancy.
Take 10♥ (between 5♣ and 10♠).
Deal 7♣ (from stock) to vacancy.
Take 6♣.
Deal Knv♣ to vacancy.
Take 3♣; Knv♥ (descending).
Deal 9♥ to vacancy (first row); 8♥ to vacancy.
Take 5♣.
Deal Q♥ to vacancy.
Take 10♥ (from first row) on Knv♥.
Deal 10♣ to vacancy.
Take 5♦.
Deal 7♠ (from stock) to vacancy.
Take 9♥; 8♥.

Deal 9♠ to vacancy (first row); 3♥ to vacancy.

Take 6♦; 7♦.

Deal 9♦ to vacancy (to the left); 3♣ to vacancy.

Take 7♠ (between 7♠ and 4♠) on 6♠ (ascending).

Deal Knv♠ to vacancy.

Take 9♦.

Deal Ace♦ to vacancy.

Move 8♠ (from descending to ascending foundation); 9♠ (from descending foundation).

Take 10♠ (from first row).

Deal 2♠ to vacancy.

Take 9♠ (descending).

Deal 8♠ to vacancy, and take it; deal 8♦ to vacancy, and take it on 7♦ (ascending); deal 8♣ to vacancy.

Take Knv♠.

Deal 6♣ to vacancy.

Take 7♠.

Deal Qn♠ to vacancy.

Move 9♦ (from descending to ascending foundation); 10♦ (from descending foundation); Knv♦ (from descending foundation).

Take Qn♦ (from fourth row).

Deal 4♣ to vacancy.

Take Qn♠.

Deal 9♣ to vacancy.

Take Kg♦ (ascending); 4♣ (from third row) on 5♣ (descending).

Deal Ace♥ to vacancy (third row); 8♦ to vacancy.

The problem now becomes definite, as the only undealt card is known. Accordingly,

Take 3♣ (fourth row); 4♣; 5♣; 6♣; 7♣; 8♣; 9♣; 10♣; Knv♣; Qn♣; Kg♣; 7♥; 6♥; 5♥; 4♥; 3♥; 2♥; Knv♥; Qn♥; deal and take Kg♥; take 6♠; 5♠; 4♠; 3♠; 2♠; Ace♠; all the remaining diamonds; 2♣; Ace♣; Kg♠; Ace♥.

HINTS.

Owing to the rule that, when filling begins, all vacancies must be filled at once (*i.e.* before any other card is taken), it is advisable, after dealing to the first row, to look at the top card of the stock. If it is a card likely to be soon wanted, take any available card from the first row, and fill. But do not take more than one card until the next card of the stock has been seen.

If, however, the top card of the stock is one which is not likely to be wanted, deal the second row, even

if there are available cards in the first, as this gives a sight of ten more cards.

Acting on the same principle, look at the top card of the stock, and, if there are available cards in both rows, take from the first row in case the top card of the stock is one which it is judged will be more useful in the first row than in the second, and then fill. On the other hand, if the top card of the stock is one which is not likely to be useful in the first row, take from the second row, and fill.

As a rule, take one card at a time, and then fill. But, if the top card of the stock is not wanted, and several rows have been dealt, it is often good play to take two cards, one from the row last dealt, and the released card from the next row, so as to leave the vacancy to be first filled in the penultimate row. Several instances occur in the Example.

In short, the play principally consists in manœuvring the top cards of the stock, so as to dispose of those which are wanted in the first row by preference, and in the last row if the required vacancy cannot be left in the first. Also, in disposing of cards, which are not wanted, in penultimate rows.

Judgment is often required, when moving from one foundation to another, and as to the number of cards to move. The Example supplies more than one case.

And, very interesting definite problems often present themselves as to the choice of card when taking a *merci*.

The chances of the deal are so various that it is doubtful whether this patience is in favour of or against the player. If judiciously played in accordance with the above Hints (the stock being held face upwards, so that the top card can be seen, *see* p. 15), it is probable that, with one *merci*, The British Blockade is slightly against the player; and that, with a double *merci*, it is in his favour. If the player is not allowed to see the top card of the stock (a rule sometimes insisted on), The British Blockade becomes, to a great extent, a game of chance.

BRITISH BLOCKADE PROBLEM.

End Hand. Patience to be won with a Merci.

Arrange the depôt cards as follows:—

(1.) Kg♥ (left of first horizontal row); 2♥; 6♠; 8♥; 9♣; 4♦; Knv♥; 10♣; 7♦; 7♥ (right of first horizontal row).

(2.) Ace♥ (left of second horizontal row); Knv♣; 7♦; Qn♣; 3♣; 8♣; 5♦; Ace♦; 10♥; 9♦ (right of second horizontal row).

(3.) 3♠ (left of third horizontal row); Kg♦; Ace♠; 3♥; 2♦; 9♠; 5♥; Kg♠; Knv♦; 6♦ (right of third horizontal row).

(4.) 2♣ (left of fourth horizontal row); 7♠; Qn♥; 10♦; 6♥; 8♦; 8♥; 8♠; Knv♠; 4♠ (right of fourth horizontal row).

(5.) 9♥ (left of fifth horizontal row); 5♠; 10♠; 2♠; Qn♠; Qn♦; Ace♣; 8♠; 3♦; 4♥ (right of fifth horizontal row).

In the stock:—Kg♣.

On the foundations:—

Ascending:—(1.) Ace♠ to 7♠. (2.) Ace♥ to 7♥. (3.) Ace♣ to 7♣. (4.) Ace♦ to 6♦.

Descending:—(1.) Kg♠ to 9♠. (2.) Kg♥ to 9♥. (3.) Kg♣ to 4♣. (4.) Kg♦ to 8♦.

SOLUTION OF BRITISH BLOCKADE PROBLEM.

Take 8♠ (descending).

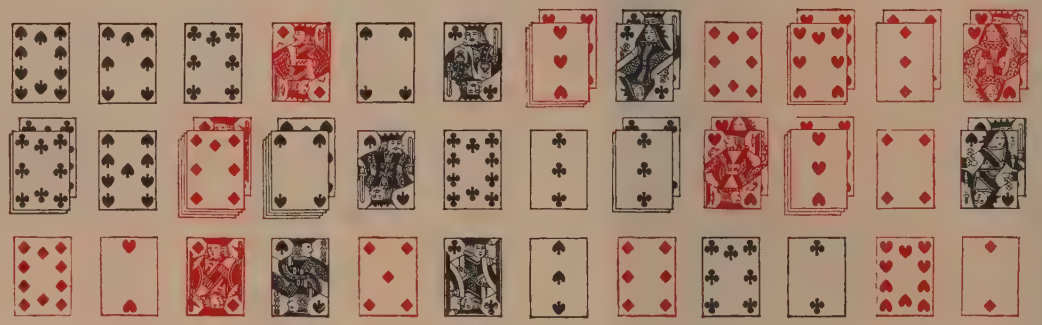
Move 7♠ (from ascending to descending foundation).

Take 6♠ (from depôt); 5♠; 7♠; 8♠; 7♦; 7♦; 8♥ (ascending); 9♥ (from depôt); 10♥; Knv♥.

Deal Kg♣ to left-hand vacancy (next to 2♥).

Take 6♦ *(merci)*; take 5♦; 4♦; 3♦; 8♣; 9♣; 10♣; 9♠; 10♠; Knv♠; Qn♠; Kg♠; Qn♥; Kg♥; 3♣; 2♣; Ace♣; 4♠; 3♠; 2♠; Ace♠; 8♦; 9♦; 10♦; Knv♦; Qn♦; Kg♦; and all the remaining cards.

DIAGRAM XXII.



DEPÔTS.

STOCK.

FOUNDATIONS.

THE FRENCH BLOCKADE.

THE FRENCH BLOCKADE.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

Deal twelve cards in a horizontal row, forming twelve depôts.

Aces in the depôts may be taken on foundations, and depôt cards in ascending sequence, and in suit, with top foundation cards.

Cards may be moved from one depôt to another, in descending sequence and in suit. Cards moved should cover the cards beneath; it will, however, be found convenient in practice to cause the bottom card, of two or more in a depôt, to project slightly *(see* Diagram XXII), in order to remind the player that the depôt contains more than one card, and so to obviate frequent examination of the depôts.

Spaces are to be filled from the top of the stock, in order from left to right. But, any top cards of those moved may be moved back again to spaces, and it is not compulsory to fill all the spaces before moving. For example:—One depôt contains two cards viz., knave of spades (bottom card); ten of spades (top card). There are three spaces. The top card of the stock, say four of hearts, is used to fill one space. The next card is queen of spades; this fills another space. The ten of spadés may now be moved to the third space, and then the knave may be moved on the queen, and the ten on the knave, leaving two spaces to be filled.

When all the depôts are full, and no card can be taken or moved (or when it is not desired to take or move), deal a second row of twelve cards, below the first, and not overlapping *(see* Diagram XXII). The cards must be dealt in order from left to right; and the whole row must be dealt before any more cards are taken or moved.

All the cards in the first row are now *blockaded.* But, when a second row card is taken or moved the corresponding card in the first row is released, and

(if available) may be taken. Or, released cards may be moved in descending sequence, and in suit, on cards in the second row; or, on other released cards in the first row; or, they may have cards moved on them in descending sequence, and in suit, from either row.

When a space is left, by taking or moving all the cards from a perpendicular line, any card in the second row may be moved to the space; or, any top card of a depôt, in the first or second rows, may be moved to the space (*i.e.* to the unoccupied place in the first row); and so on with other cards, if two or more spaces are left.

In consequence of the rule that cards may be thus moved, it is necessary to distinguish carefully between *spaces* and *vacancies*. A space is an unoccupied perpendicular line; a vacancy is the unoccupied place from which a card has been taken or moved, one or more cards still remaining in the same perpendicular line.

Cards may be moved to spaces (as already explained); but they may not be moved to vacancies.

If it so happens that a card, dealt to the second row, is in descending sequence, and in suit, with the corresponding card of the first row, the player has the option (after the row is completed), of moving the second row card on to the first row card, and of obtaining a vacancy; or of declining so to obtain the vacancy. But, when a vacancy has been declined, and another row has been dealt, the penultimate card may not be moved, unless it is first released; and should another card have been moved on it, the two cards may not be moved together.

When no more cards can be taken or moved (or when it is not desired to take or move), all spaces and vacancies must be filled from the top of the stock. It is optional to take or move one card, and then to fill before taking or moving another; or, to take or move more than one card before filling; but, when filling has once begun all spaces and vacancies must be filled before any other card may be taken or moved (except as provided in the case of the first row, when that row is the only one dealt).

When filling, the first row must be filled (in order from left to right), before the second; the second row must then be filled (in order from left to right).

Then, take, move and fill as before; and, when no more can be done, or when it is not desired to do more, deal a third row (in order from left to right).

The cards in the first and second rows are now blockaded; but they may be released as before; and, if a space is left, any released card may be moved to the space.

Continue as before, bearing in mind that filling when once begun must be completed, and that the first row must be filled first, and from the left; and

that the second row must be similarly filled before the third. Then, deal a fourth row, if necessary; and so on, until the stock is exhausted.

When taking from a depôt which contains more than one card, any number of cards may be taken. It is not compulsory to empty the depôt.

EXAMPLE.

Deal to the depôts (in order from left to right):—

10♠; 7♠; 7♣; Ace♠; 4♠; 3♦; 3♥; Kg♣; 4♥; 4♣; 5♥; 3♣.

Arrange the stock as under:—

10♦ (top card); Qn♣; 8♦; 6♥; 4♦; Kg♥; Kg♣; 10♣; 8♦; Knv♦; Ace♦; 6♠; 7♥; 3♣; 5♣; Qn♥; 9♣; Kg♦; 9♥; 8♠; Qn♥; 7♠; 7♦; Ace♣; Kg♠; Qn♠; 8♥; 10♣; 9♦; 8♣; Knv♥; 5♠; 4♠; 5♥; 6♥; 4♥; Kg♠; 3♥; 9♠; 4♦; 10♦; 2♥; Knv♦; Knv♠; 5♦; Knv♣; 3♠; 6♦; 7♣; 2♣; 10♥; 2♦; 6♠; 2♠; 7♥; 3♠; 8♠; Ace♠; 9♠; Kg♥; 10♥; 2♦; 9♦; 4♣; 6♣; Knv♣; 8♥; Qn♠; Ace♥; Kg♦; 9♥; 6♣; 6♦; Ace♦; Knv♥; 5♦; 9♣; 10♠; 3♦; 5♣; 8♣; 2♠; 7♦; 2♥; Qn♦; Ace♥; 2♣; Qn♦; Ace♣; Knv♠; Qn♣; 5♠ (bottom card).

SOLUTION.

Take Ace♠.

Deal 10♦ to space.

Move 4♥ on 5♥.

Deal Qn♣ to space, and move it on Kg♣; deal 8♦ to space.

Move 3♣ on 4♣; 4♥ to space; 3♥ on 4♥.

Deal 6♥ to space.

Move 5♥ on 6♥; 3♥ to space; 4♥ on 5♥; 3♥ on 4♥.

Deal 4♦ to left-hand space (next to 3♣); Kg♥ to space.

Move 3♦ on 4♦.

Deal Kg♣ to space.

Deal to the second row (in order from left to right):—10♣; 8♦; Knv♦; Ace♦; 6♠; 7♥; 3♣; 5♣; Qn♥; 9♣; Kg♦; 9♥.

Take Ace♦.

Move 10♦ on Knv♦; 9♣ on 10♣; 3♣ (over 4♣) to space; 4♣ on 5♣; 3♣ (from first row) on 4♣; Kg♦ to left-hand space; 9♥ to space; Qn♥ on Kg♥.

Deal to vacancies (from left to right):—8♠; Qn♥; 7♠; 7♦; Ace♣, and take it; deal Kg♠ to vacancy.

Move 7 ♠ on 8 ♠.

Deal Qn ♠ to vacancy, and move it on Kg ♠; deal 8 ♥ to vacancy, and move it on 9 ♥.

Move 7 ♥ on 8 ♥.

Deal 10 ♣ to left-hand vacancy; 9 ♦ to vacancy, and move it on 10 ♦; deal 8 ♣ to vacancy, and move it on 9 ♣; deal Knv ♥ to vacancy, and move it on Qn ♥; deal 5 ♠ to vacancy.

A space might now be left by moving the spades; but, it so happens, there is no card in the second row which can be advantageously moved to a space. Therefore,

Move 8 ♦ on 9 ♦.

Deal 4 ♠ (from stock) to vacancy.

Move 6 ♠ on 7 ♠.

Deal 5 ♥ to vacancy.

Move 5 ♠ on 6 ♠.

Deal 6 ♥ to vacancy (do not move it on 7 ♥, for fear of blocking both sequences of low hearts).

Move 5 ♥ on 6 ♥.

Deal 4 ♥ to vacancy, and move it on 5 ♥; deal Kg ♠ to vacancy.

Move 4 ♠ on 5 ♠.

Deal 3 ♥ to vacancy, and move it on 4 ♥; deal 9 ♠ to vacancy.

Move 7 ♦ on 8 ♦.

Deal 4 ♦ to vacancy.

Deal to the third row (in order from left to right):—10 ♦; 2 ♥; Knv ♦; Knv ♠; 5 ♦; Knv ♣; 3 ♠; 6 ♦; 7 ♣; 2 ♣; 10 ♥; 2 ♦.

Diagram XXII. shows the Example played to this point.

Move 5 ♦ on 6 ♦.

Deal 6 ♠ to vacancy.

Take 2 ♦.

Move Knv ♠ on Qn ♠; 3 ♠ on 4 ♠.

Deal 2 ♠ to left-hand vacancy; 7 ♥ to vacancy; 3 ♠ to right-hand vacancy.

Take 2 ♠; 3 ♠ (over 4 ♠); 4 ♠; 5 ♠; 6 ♠ (over 7 ♠); 7 ♠; 8 ♠ (from depôt).

Deal 8 ♠ (from stock) to vacancy (second row); Ace ♠ to vacancy, and take it; 9 ♠ to vacancy, and take it; Kg ♥ to vacancy.

Take 2 ♣.

Move 2 ♥ on 3 ♥.

Deal 10 ♥ (from stock) to left-hand vacancy; 2 ♦ (from stock) to vacancy.

Move 10 ♦ on Knv ♦.

Deal 9 ♦ to vacancy, and move it on 10 ♦.

Move 7 ♣ on 8 ♣; 10 ♥ (between 2 ♦ and 3 ♠) on Knv ♥; 4 ♦ on 5 ♦.

Take 3 ♦ (do not take 4 ♦).

Deal 4 ♣ to vacancy (second row); and to the third row, in order from left to right, 6 ♣; Knv ♣; 8 ♥.

Take 4 ♦; 5 ♦; 6 ♦; 3 ♣; 4 ♣; 5 ♣.

Move Knv ♣ (between 6 ♠ and 7 ♥) on Qn ♣.

Deal Qn♠ to vacancy (second row); Ace♥ to left-hand vacancy; Kg♦ to vacancy.

Take Ace♥.

Deal 9♥ to vacancy, and move it on 10♥; 6♣ (from stock) to vacancy.

Move 8♥ on 9♥.

Deal 6♦ to vacancy.

Move 7♥ on 8♥.

Deal Ace♦ to vacancy, and take it; Knv♥ to vacancy.

Take 6♣ (next to 7♥).

Deal 5♦ to vacancy, and move it on 6♦.

Take 7♣; 8♣; 9♣ (over 10♣, depôt); 10♣; 10♠.

Move 6♣ to space.

Deal 9♣ to vacancy (second row); 10♠ (from stock) to left-hand vacancy; 3♦ to vacancy.

Take 2♦; 2♥; 3♥; 4♥; 5♥; 6♥; 7♥ (first row); 8♥; 9♥.

Deal 5♣ to space; 8♣ to vacancy (second row); 2♠ to vacancy.

Take Knv♣.

Deal 7♦ to vacancy.

Take 2♠.

Deal 2♥ to vacancy.

Take 3♦.

Deal Qn♦ to vacancy.

Take 3♠.

Deal Ace♥ to vacancy, and take it; 2♣ to vacancy.

Take 2♥.

Deal Qn♦ to vacancy.

Take 7♦.

Deal Ace♣ to vacancy, and take it; Knv♠ to vacancy, and take it; Qn♣ to vacancy, and take it.

Take 10♥; Knv♥ (over Qn♥); Qn♥; Kg♥; 8♦; 9♦; 10♦; Knv♦; Qn♦ (next to 5♦); Kg♦; Qn♠.

Move 6♠ to space.

Take Kg♠; 4♠; deal and take 5♠; take 6♠.

Move 5♦ to space; 6♦ on 7♦; Knv♥ to space.

Take 2♣; 3♣; 4♣; 4♦; 5♦; 6♦; 7♦; 8♦; 9♦; 10♦; Knv♦; Qn♦; 3♥; 4♥; 5♥; 6♥; 7♥; 8♥; 9♥; 10♥; Knv♥.

Move 9♠ to space; 8♣ to space.

Take all the spades.

Move 9♣ to space; and,

Take all the remaining cards.

HINTS.

When the first row is dealt, it is generally advisable to take and move as many cards as possible, before dealing the second row.

When moving first row cards, if there is a choice, prefer to move on the highest first. Thus, in the Example, the four of hearts is moved

on the five, rather than the three of clubs on the four.

After the second row is dealt, it is generally the game, if the opportunity presents, to move low cards, in sequence and suit, from the first row to the second, and to fill spaces by moving high cards from the second row. If two or more spaces can be obtained, an advantageous re-arrangement of several cards is often practicable, as shown by the Example.

The hints given with The British Blockade, as to only taking one or two cards at a time, apply substantially to The French Blockade, both when taking and moving.

Having dealt more than two rows, the player should, if possible, keep a space in reserve; so, if he has any other game open, he should not take or move the cards of the perpendicular line which would give the space. At critical points, the game may often be decided by having retained the power of moving a given card to a space.

This patience is rather against the player; greatly against success if a fourth row has to be dealt. The remarks under The British Blockade apply to The French, as regards looking at the top card of the stock.

FRENCH BLOCKADE PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as below:—

First horizontal row of twelve depôts:—(1). 8♣ (left-hand depôt). (2). Kɢ♣; Qɴ♣ (top card). (3). Kɢ♠; Qɴ♠ (top card). (4). Kɢ♥. (5). 4♣. (6). Kɢ♦; Qɴ♦ (top card). (7). 6♠ (bottom card); 5♠; 4♠; 3♠ (top card). (8). 9♠ (bottom card); 8♠; 7♠ (top card). (9). 4♥; 3♥ (top card). (10). 2♦. (11). Knv♥; 10♥ (top card). (12). Kɢ♦ (right-hand depôt).

Second horizontal row of twelve depôts:—(1). 4♦ (left-hand depôt). (2). 8♥ (bottom card); 7♥; 6♥; 5♥ (top card). (3). Kɢ♥ (bottom card); Qɴ♥; Knv♥ (top card). (4). 10♦. (5). 6♦; 5♦ (top card). (6). 3♦. (7). 9♥. (8). Qɴ♠ (bottom card); Knv♠; 10♠ (top card). (9). Kɢ♠. (10). 10♦ (bottom card); 9♦; 8♦; 7♦; 6♦; 5♦ (top card). (11). Knv♣ (bottom card); 10♣; 9♣; 8♣; 7♣ (top card). (12). 4♦ (right-hand depôt).

Third horizontal row of twelve depôts:—(1). Qɴ♥ (left-hand depôt). (2). Knv♠. (3). Knv♦. (4). Qɴ♦; Knv♦ (top card). (5). 6♣; 5♣ (top card). (6). 10♠ (bottom card); 9♠; 8♠; 7♠ (top card). (7). 9♦ (bottom card); 8♦; 7♦ (top card). (8). 6♠. (9). Kɢ♣;

Qn♣ (top card). (10). Knv♣ (bottom card); 10♣; 9♣ (top card). (11). Ace♠. (12). 2♠ (right-hand depôt).

On the foundations:—

(1). Ace♠ to 5♠ (top). (2). Ace♥ to 10♥ (top). (3). Ace♣ to 7♣ (top). (4). Ace♦ to 3♦ (top). (5). Empty. (6). Ace♥; 2♥ (top). (7). Ace♣ to 3♣ (top). (8). Ace♦.

No cards remaining in the stock.

SOLUTION OF FRENCH BLOCKADE PROBLEM.

Take 6♠; 7♠; 8♠; 9♠; 10♠ (over Knv♠); Knv♠ (over Qn♠); Qn♠; Ace♠ (foundation); 2♠. (Do not take 4♦.)

Move 10♠ on Knv♠; 3♦ on 4♦; Knv♦ (in depôt by itself, between 10♠ and Knv♦) on Qn♦ (first row).

Take Knv♥; Qn♥ (in depôt by itself, third row); 4♦; 8♣; 9♣; 10♣; Knv♣; Qn♣; Kg♣; Kg♠; 5♦; 6♦; 7♦ (same depôt); 8♦; 9♦; 10♦; Knv♦ (third row); Qn♦; 2♦; 3♦; 4♦; Kg♦.

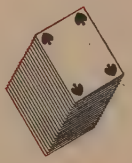
Move 5♣ to space; 6♣ to space.

Take all the diamonds; 4♣; 5♣; 6♣; 7♣; 8♣; 9♣; 10♣; Knv♣.

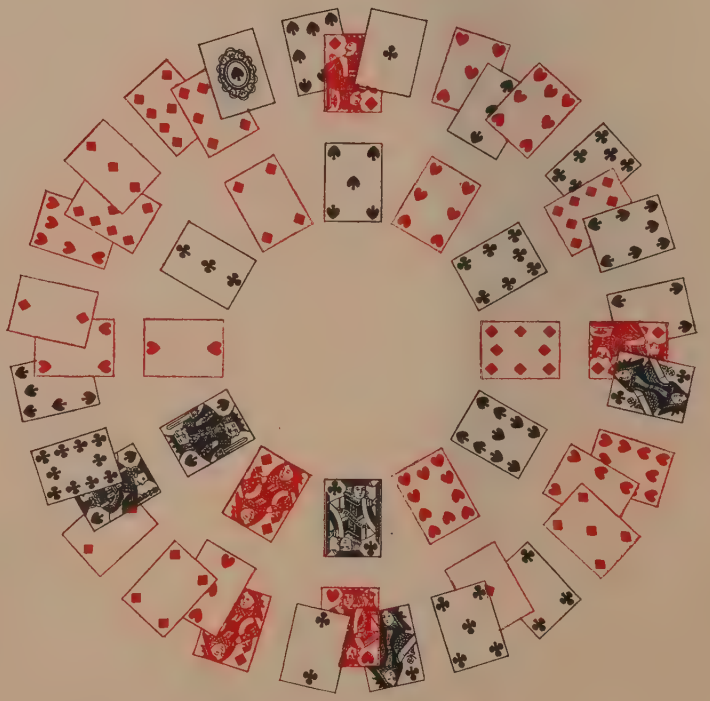
Move 9♥ to space.

Take 3♠; 4♠; 5♠; 6♠; 7♠; 8♠; 9♠; 10♠; Knv♠; and all the remaining cards.

DIAGRAM XXIII.



STOCK.



The inner circle shows the FOUNDATIONS. *The outer circle shows the* DEPÔTS.

CLOCK-
MAKER.

THE CLOCK.

THE CLOCK.

Two Packs of fifty-two Cards.

To form twelve Ascending Sequences, following Suit (the top Cards to correspond with the Hours on a Clock-face).

RULES.

Take from the pack a sequence of twelve cards, from the two to the king, three of each suit. The cards of each suit are to be equi-distant. Thus if two of hearts, three of clubs, four of diamonds, and five of spades are the cards first selected, the next card must be six of hearts, the next seven of clubs; and so on.

These twelve cards form the foundations. They are to be arranged in a circle, like the hours on a clock-face, only a six is to correspond with the hour of one on the face; a seven with the hour of two; and so on all round, to the hour of twelve, which is represented by a five, as shown by Diagram XXIII.

Deal twelve depôts of three cards each, each depôt corresponding with an hour of the clock, *i.e.* deal the first depôt opposite the hour of one (shown by the six of hearts in the Diagram); the second opposite the hour of two (shown by the seven of clubs); and so on *(see* Diagram XXIII).

A top depôt card which is in ascending sequence, and in suit, with any foundation card, may be taken, so long as it does not carry the sequence beyond the corresponding hour of the clock. For example:—Seven, eight, nine, ten, knave, queen, king, ace of hearts may be taken on the six; but the two of hearts may not be taken on the ace of the first foundation (which represents the hour of one), as the sequence is complete as soon as the top card corresponds with its hour. Aces are in ascending sequence with kings.

A top depôt card which is in descending sequence, and in suit, with any other top depôt card, may be moved from one depôt to the other. Kings are in descending sequence with aces.

When the player has taken or moved as many cards as he considers advisable, he must at once fill, from the stock, all depôts which contain less than three cards, so as to cause them to contain three. The cards must be dealt by one at a time, and each depôt must be filled in order, counting from the depôt which corresponds with the hour of one, to that which corresponds with the hour of two; and so on all round. Thus:—If two cards have been taken or moved from the second depôt (corresponding with the hour of two), and one from the fifth (corresponding with the hour of five), the top card of the stock must be dealt to the second depôt (forming its middle card), and then the next card must be dealt on it, so as to fill the second depôt before going to the fifth.

When all the depôts are full (but not otherwise), the top card of the stock may be dealt in ascending sequence, and in suit, on any top foundation card; or, it may be dealt in descending sequence, and in suit, on any top depôt card; or, it may be dealt to the rubbish-heap (called, in this patience, sending to the *Clockmaker*).

The top card of those sent to the clockmaker, if in ascending sequence, and in suit, with the top card of any foundation, may be taken.

Cards sent to the clockmaker may not be used for filling depôts; nor may they be moved to depôts already full, even if in descending sequence, and in suit, with top depôt cards. And (so long as there are any cards in the stock), all the depôts must be full before a clockmaker card may be taken.

Only one deal is allowed.

EXAMPLE.

Deal to the foundations and depôts the cards shown in Diagram XXIII.

Arrange the stock as follows:—

4♠ (top card); Knv♠; 8♦; Knv♣; 9♣; Ace♠; 5♣; 3♠; 8♣; 9♣; 10♠; 3♥; 9♥; 10♠; 6♦; Knv♦; 2♠; 5♦; 6♣; Kg♣; Qn♥; 6♠; 9♥; 3♦; 5♥; Qn♠; 9♠; 7♣; 8♠; Ace♥; Ace♣; 5♠; Ace♦; Knv♥; 8♥; 2♥; Kg♠; 4♥; Kg♣; Knv♦; 2♣; 3♣; 8♥; Kg♥; 2♠; 6♣; 6♠; 7♦; Ace♥; 6♦; Qn♠; 4♣; Qn♥; 10♣; 10♦; Knv♥ (bottom card).

SOLUTION.

Take Qn♣.

Deal 4♠ on Kg♦.

Take 5♦.

Deal Knv♠ on 6♥ (depôt).

Move 3♦ on 4♦.

Take 9♦ on 8♦ (foundation).

Deal 8♦ (from stock) on 7♥ (in depôt by itself); Knv♣ on 8♦.

Move 10♣ on Knv♣.

Deal 9♣ (as it is compulsory to fill) on Knv♠ (over 2♦), and then move it on 10♣; deal Ace♠ (from stock) on Knv♠ (over 2♦); send 5♣ (from stock) to the clockmaker (*i.e.*, deal 5♣ to rubbish-heap); deal 3♠ on 4♠; 8♣ on 7♣.

Move Ace♣ on 2♣.

Take Kg♦.

Deal 9♣ (from stock) on 8♠; 10♠ on 9♣ (over 8♠); 3♥ on 2♥.

Take 9♣; 10♣; Knv♣.

Deal 9♥ on 8♦; 10♠ (from stock) on 9♠; 6♦ on 5♦.

Move 2♦ on 3♦.

Take 4♥.

Deal Knv♦ on 7♠ (in depôt by itself); 2♠ on Knv♦.

Take Ace♠ (over 7♦); 7♦.

Deal 5♦ on 9♦; 6♣ on 5♦; Kg♣ on Qn♣.

Take Ace♣; 2♣.

Deal Qn♥ on Kg♥; 6♠ on 5♠.

Take 7♠; 10♦.

Deal 9♥ (from stock) on 8♣; 3♦ on 9♥ (over 8♣); 5♥ on 4♥.

Take 7♥.

Deal Qn♠ on 3♠ (over 5♥); 9♠ on 10♠ (over 9♣).

Take 2♠; Knv♦.

Deal 7♣ on 7♠ (depôt); 8♠ (as filling is compulsory) on 7♣, and then take it; deal Ace♥ on 7♣.

Take 9♠; 10♠ (over 9♣).

Deal Ace♣ on 9♣.

Take 3♠; 4♠.

Deal 5♠ on Kg♦ (over 4♠); Ace♦ on Kg♦ (foundation); Knv♥ on 10♥; 8♥ on 7♥.

Take 2♦; 3♦ (over 4♦); 4♦.

Deal 2♥ on 3♥.

Take Knv♠ (on foundation IIII).

Deal Kg♠ on 6♥.

Take 9♥; 8♦.

Deal 4♥ on 7♥; Kg♣ on 4♥.

Take Qn♠.

Deal Knv♦ (from stock) on 3♠.

Move Ace♥ on 2♥; 6♣ on 7♣.

Deal 2♣ (from stock) on 5♦; 3♣ (from stock) on 2♣ (foundation).

Move Ace♣ on 2♣.

Deal 8♥ on 9♣.

Move Kg♣ on Ace♣.

Deal Kg♥ on 4♥.

Take 5♠.

Deal 2♠ on Kg♦.

Move Ace ♠ on 2 ♠.

Take Knv ♠.

Deal 6 ♣ (from stock) on 2 ♦; 6 ♠ on 6 ♣ (over 2 ♦), and take it; deal 7 ♦ on 6 ♣ (over 2 ♦).

Move 5 ♣ (in depôt) on 6 ♣.

Deal Ace ♥ (from stock) on Ace ♦; 6 ♦ on 7 ♦; Qn ♠ (from stock) on Knv ♠; 4 ♣ on 3 ♣ (foundation X); Qn ♥ (from stock) on Knv ♥.

Take 5 ♣ (from clockmaker).

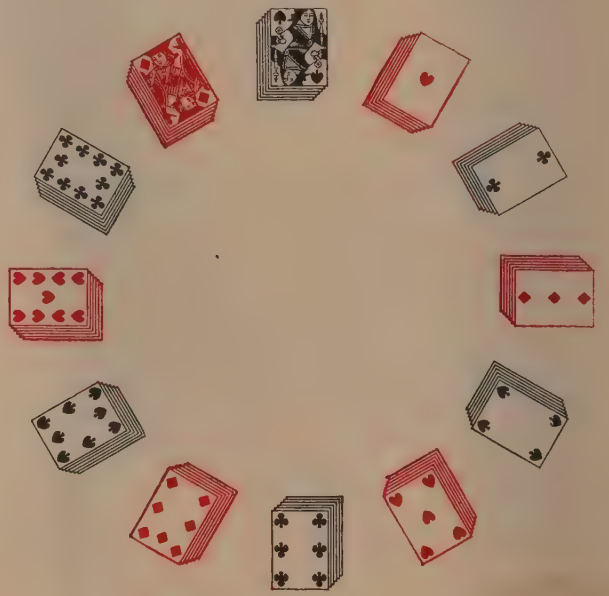
Send 10 ♣ to clockmaker.

Take Kg ♠ (on foundation IIII); 6 ♥; 10 ♥.

Deal 10 ♦ to space; deal and take Knv ♥.

Take Kg ♥; Ace ♥ (over 2 ♥); 2 ♥; 3 ♥; 4 ♥; Qn ♥; Kg ♥; Ace ♥; 7 ♥; 8 ♥; Qn ♣; Kg ♣; Ace ♣; 2 ♣; 5 ♦; 6 ♦; 7 ♦; 9 ♦; 10 ♦; Knv ♦ (depôt); Ace ♠; 2 ♠; 3 ♠; 6 ♣; Qn ♦ (on foundation III); Kg ♦; Ace ♦; 2 ♦; 3 ♦; 5 ♥; 9 ♥; 4 ♠; 4 ♣; 5 ♣; 6 ♣; 7 ♣ (on foundation X); 8 ♣; 9 ♣; 10 ♣; 7 ♠; 8 ♠.

The finished patience represents the hours on a clock-face (knave reckoning as eleven and queen as twelve), and appears as below:—



HINTS.

Owing to the rule that depôts must be filled at once, when the player leaves off taking or moving, it is advisable, in the first instance, to look at the top card of the stock. If it is a card which is likely to be soon wanted, only take or move one card, and then fill the depôt. If it is a card not likely to be wanted for some time, or is one of which a duplicate can be easily reached in another depôt, take or move two cards from a depôt the bottom card of which is not likely to be wanted, and then fill.

The player should keep in reserve as many positions as possible which enable him to take or move one or two cards at pleasure from a depôt, according to the nature of the top card of the stock.

It is seldom the game to empty a depôt while more than two cards remain in the stock, as filling any space may block the patience. And it is necessary to be cautious about leaving only one card in a depôt, while there are cards in the stock which may block the patience, as the second card of the stock (an unseen card) will have to be dealt on the top of the depôt.

Several illustrations of the above hints occur in the Example.

Cards sent to the clockmaker are comparatively out of play, as they can only be taken on foundations. Hence as few cards as possible should be sent to the clockmaker. With twelve foundations, and twelve depôts, the player can generally contrive opportunities of disposing of cards from the stock, without troubling the clockmaker. In other rubbish-heap patiences, the player is advised to deal the first card of the stock to the rubbish-heap, without stopping to consider whether he can make better use of it. This hint does not apply to The Clock.

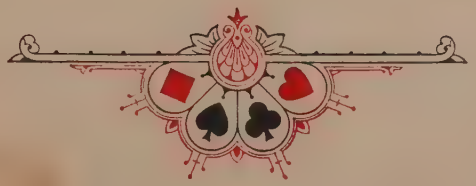
This patience is in favour of the player, if played on the lines above suggested, and if the stock is held face upwards. If the player is not allowed to look at the top card of the stock, The Clock becomes a mere game of chance, as pointed out in the case of The British Blockade.

II.

PATIENCES

PRESENTING

DEFINITE PROBLEMS



PATIENCES

PRESENTING

DEFINITE PROBLEMS.

GENERAL.

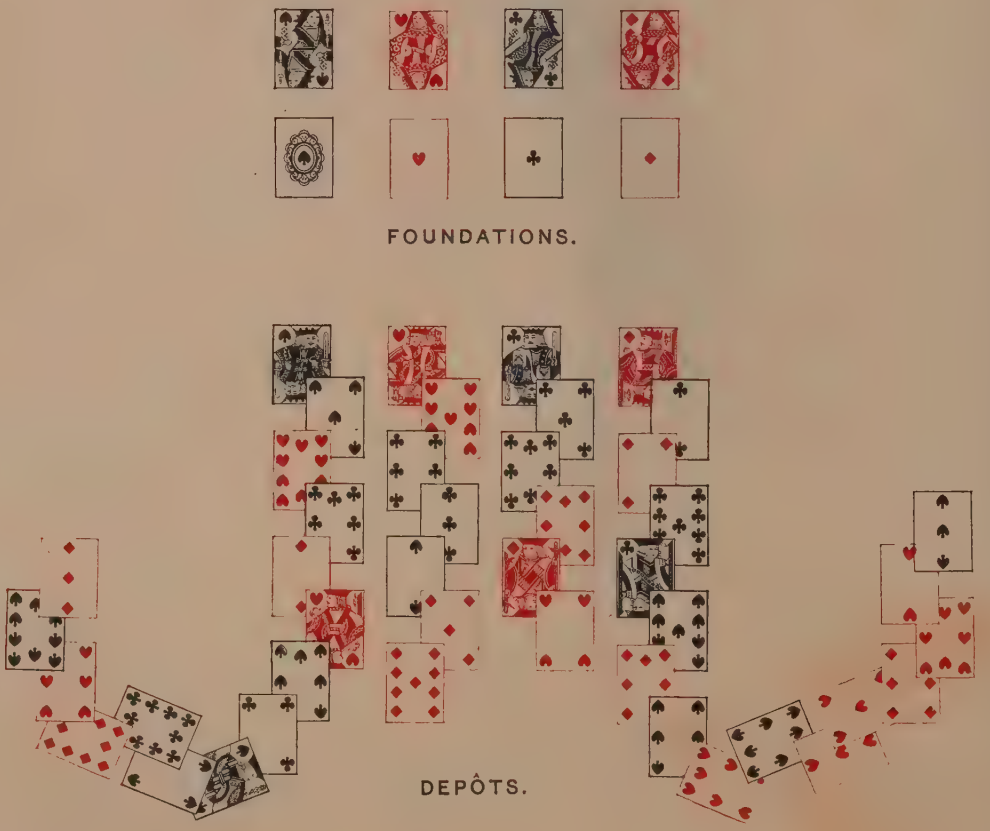
Judgment does not enter into patiences of this class. There is no middle course. Either it is right to take, or to move, a certain card, or it is not; the proper play depends on analysis alone. If the player fails to solve the problem, when a solution is possible, the failure is due merely to his want of analytical power.

Hence, there is one general hint, which applies to all definite patiences, and it may be here stated in order to avoid repetition. After the deal, consider carefully the proposed plan of action, before taking or moving any cards.

To win a definite patience, when the position is complicated, may involve a lengthy inspection and a long mental trial, before taking or moving. Most of the problems submitted contain some point of play (to which attention is drawn in the solutions), which, if overlooked, will result in loss of the game. For examples of positions in which the patiences can only be won by deep analysis, *see* The Bouquet (one pack), and The Spider (two packs).

The hints given with the following patiences will, as a rule, be special to the particular patience under consideration; it will be assumed that the general hint is in the mind of the player who undertakes the solution of any of the Examples.

DIAGRAM XXIV.



THE LITTLE PICTURE GALLERY.

THE LITTLE PICTURE GALLERY.

One Pack of fifty-two Cards.

To form four Ascending Sequences (from Ace to Knave), irrespective of Suit.

RULES.

Shuffle a king to the top of the pack. Deal the king to a depôt, and continue to deal to the depôt, in a perpendicular line, until another king appears. Then begin a second depôt, and continue to deal to the second king, until a third king appears; and so on with the fourth king, forming in all four depôts with kings at the bottom.

It often happens that kings are widely separated in the pack, when some of the depôts will contain a large number of cards. Should a perpendicular line thus reach the edge of the table while more cards have to be dealt to it, the top cards of that depôt should be turned round, and the dealing be continued in a direction away from the player (*see* Diagram XXIV).

During the deal, when aces or queens appear, place them on the foundations beyond the kings, as shown by the Diagram; or, which comes to the same thing, the aces and queens may be removed from the pack, and placed on the foundations before dealing.

After the deal, the top card of any depôt, which is in ascending sequence with the top card of an ace foundation, may be taken, irrespective of suit; and similarly, the top card of any depôt, which is in descending sequence with the top card of a queen foundation, may be taken, irrespective of suit.

Any top depôt card which is in sequence with the top card of any other depôt, may be moved from one depôt to the other, either in ascending or in descending sequence, and irrespective of suit.

When a depôt is empty, all but the king at the bottom, any top depôt card may be moved on the king, irrespective of suit or sequence. The card moved is a top card, and may be used in the same way as other top depôt cards.

When the top card of a queen foundation is in

sequence with the top card of an ace foundation, any or all of the cards of the queen foundation (except the queen) may be moved on the ace foundation. The queens are only left on their foundations to complete the "Picture Gallery," so that when the patience is finished, all the picture cards may appear in three rows, the queens being "skyed," the knaves being "on the line," and the kings being "below the line."

Only one deal is allowed.

EXAMPLE.

Remove the queens and aces from the pack, and place them on the foundations.

Arrange the stock as below:—

Kg♠ (top card); 5♠; 10♥; 7♣; 2♦; Knv♥; 7♠; 4♣; Knv♠; 4♠; 10♣; 10♦; 6♥; 10♠; 3♦; Kg♥; 9♥; 6♣; 3♣; 2♠; 5♦; 9♦; Kg♣; 5♣; 8♣; 8♦; Knv♦; 4♥; Kg♦; 2♣; 4♦; 9♣; Knv♣; 9♠; 7♦; 6♠; 7♥; 8♠; 3♥; 5♥; 6♦; 8♥; 2♥; 3♠ (bottom card).

Diagram XXIV. shows the cards, as above arranged, after they have been dealt to the depôts.

SOLUTION.

Move 4♥ on 3♦; 3♠ on 4♥.

Take Knv♦ (descending foundation); 2♥; 3♠ (do not take 4♥).

Move 9♦ on 8♦; 8♥ on 9♦; 5♦ on 6♦.

Take 2♠; 3♣.

Move 6♣ on 5♦; 9♥ on 8♥; 6♣ on Kg♥; 5♦ on 6♣; 6♦ on 5♦; 5♥ on 6♦; 3♥ on 4♥; 8♠ on 9♥; 7♥ on 8♠; 5♥ on 6♠; 6♦ on 5♥; 5♦ on 6♦; 6♣ on 5♦; 7♥ on Kg♥; 6♣ on 7♥; 5♦ on 6♣; 6♦ on 5♦; 5♥ on 6♦; 6♠ on 5♥; 7♦ on 6♠; 8♠ on 7♦; 9♥ on 8♠; 8♥ on 9♥; 9♦ on 8♥; 8♦ on 9♦; 9♠ on 8♦; Knv♣ on Qn♥ (descending); 9♣ on 8♣.

Take 4♦; 2♣; 3♥; 4♥.

Move 3♦ on Kg♦.

Take 10♠ (descending); 9♣; 8♣; 5♣ (ascending); 6♥; 10♦ (descending); 9♠; 8♦.

Move 10♣ on Kg♣.

Take 4♠ (ascending); Knv♠ (descending); 10♣; 9♦; 8♥.

Move 4♣ on Kg♣.

Take 7♠ (ascending); Knv♥ (descending); 2♦; 3♦; 4♣.

Move 9♥ on Kg♣; 8♠ on 9♥; 7♦ on 8♠; 6♠ on 7♦.

Take 5♥; 6♦; 7♣ (ascending); 5♦; 6♠; 7♦ (ascending); 8♠; 9♥; 10♥; 5♠; 6♣; 7♥ (ascending).

Move Knv♥ on 10♥; 8♣ on 7♣; 9♣ on 8♣; 10♠ on 9♣; Knv♦ on 10♠; 8♦ on 7♦; 9♠ on 8♦; 10♦ on 9♠; Knv♣ on 10♦; 8♥ on 7♥; 9♦ on 8♥; 10♣ on 9♦. Knv♠ on 10♣.

HINTS.

Before taking any cards, consider carefully whether they will be wanted for the purpose of moving cards on them which block other cards in the depôts. *(See* "General," p. 133.) A card once taken on a foundation can only be used in one way, viz., for a sequence card to be taken on it; whereas, if it is left on the top of a depôt, cards can be moved on it; and if cards are not moved on it, it can always be taken when desired. A good instance will be found in the Example. If, after taking two of hearts and three of spades, the four of hearts is then taken, the patience cannot be won. The reason is that, lower down in the king of diamonds depôt, there is a three, which blocks cards beneath; and, if this three cannot be moved the patience is lost.

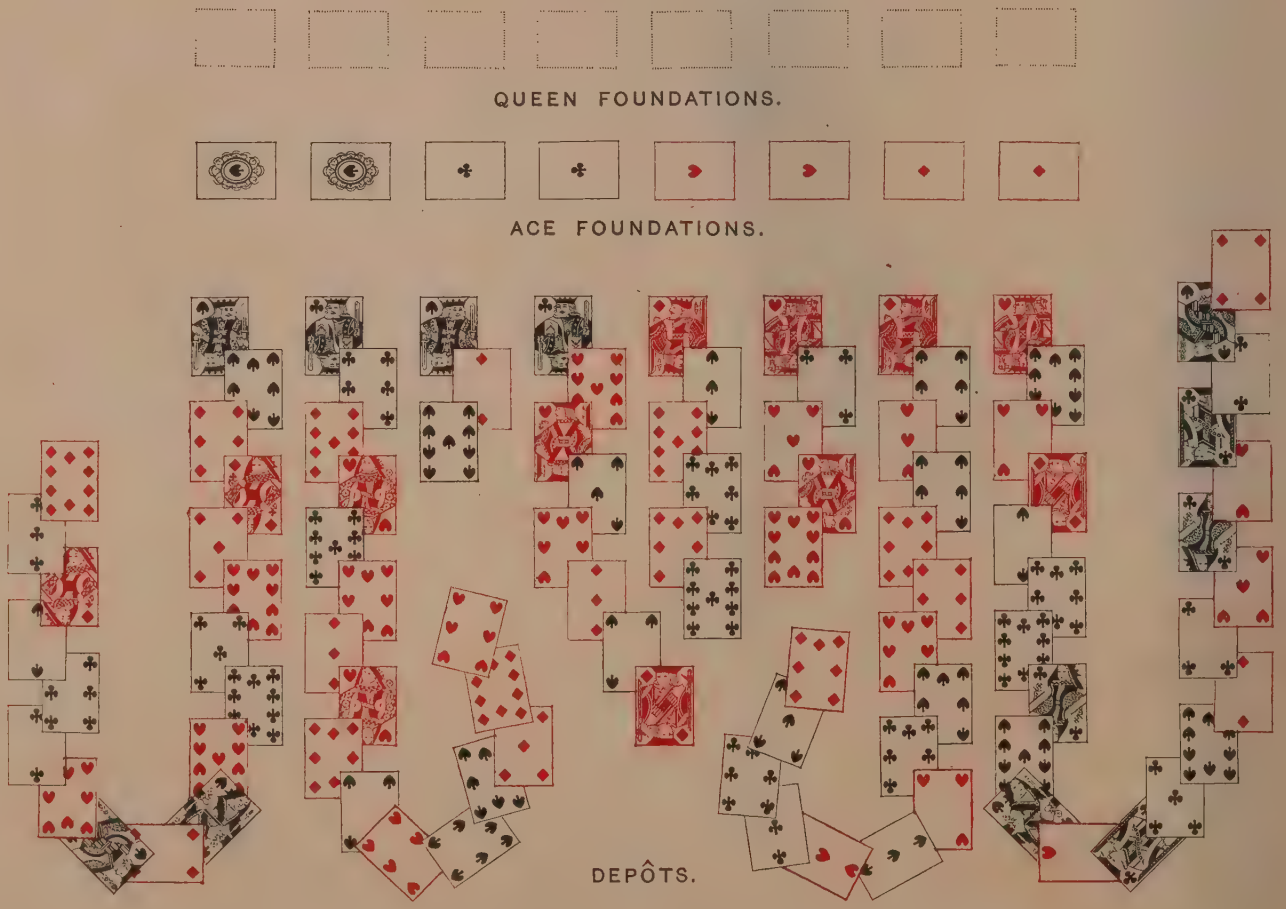
The above hint does not apply to twos, nor to descending knaves. These cards may be freely taken whenever they appear as top depôt cards.

It is very advantageous, as a rule, to take or move all the cards from over one or two of the kings, early in the game, as any top depôt card can be moved on a king, irrespective of suit or sequence. In this patience, uncovered kings represent spaces in other patiences.

It is not advisable to move cards from a descending to an ascending foundation, merely to complete an ascending sequence at once. There is considerable reserve power in the descending foundations, as if the patience is otherwise blocked, it will often happen that the blocking card can be taken on an ascending sequence, by running off a portion of a descending one.

This patience is very easy, and is greatly in favour of the player. It is recommended to beginners at patience, and especially to those who prefer definite patience games.

DIAGRAM XXV.


QUEEN FOUNDATIONS.
ACE FOUNDATIONS.
DEPÔTS.
THE PICTURE GALLERY.

THE PICTURE GALLERY.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences (from Ace to Knave), in alternate Colours.

RULES.

Shuffle a king to the top of the pack. Deal the king to a depôt, and continue to deal to the depôt, in a perpendicular line, until another king appears. Then begin a second depôt, and continue to deal to the second king until a third king appears; and so on, as each king appears, forming eight depôts in all.

If kings are so widely separated that the cards of an incomplete depôt reach the edge of the table, the top cards of that depôt should be turned round, and the dealing should be continued in a direction away from the player (*see* Diagram XXV).

When aces appear, during the deal, they are to be taken on ace foundations. The Diagram shows the completed deal, with the aces taken. It is advisable to place the black aces together, and the red aces together, to remind the player that the sequences are to be in alternate colour.

Top depôt cards may be taken on ace foundations, in ascending sequence, and in alternate colour (*i.e.*, red may only be taken on black, or black on red). But,

During the play, whenever the top card of a depôt is a queen, it must be taken on a queen foundation. Room should be left for the queens, beyond the aces (*see* Diagram XXV). It is advisable to place the red queens beyond the black aces, and *vice versâ*. And,

Top depôt cards may be taken on queen foundations, in descending sequence, and in alternate colour.

The top card of a depôt (except a queen), may be moved, either in ascending or in descending sequence, and in alternate colour, on the top card of any other depôt.

It is not obligatory to take a top depôt knave on a queen foundation. The player has the option of so taking, in alternate colour; or, of moving top depôt knaves on top depôt tens, in alternate colour; or of similarly taking knaves on tens of ace foundations.

When the top card of a queen foundation is in ascending sequence, and in alternate colour, with the top card of an ace foundation, any or all of the cards of the queen foundation (except the queen), may be moved on the ace foundation. The player has the option of taking from a depôt, instead of moving from a queen foundation, when he can do either; or, he may move a portion of a sequence from a queen foundation, and then continue the play by taking from a depôt; or, he may take from a depôt on a queen foundation, when he might move from a queen foundation.

The queens are only left on their foundations to complete the "Picture Gallery," which consists, when the patience is won, of all the queens "skyed" in a row; of all the knaves "on the line"; and of all the kings "below the line."

Kings are never taken, nor moved, nor are cards moved on them, except in the case of a *merci*.

A double *merci* is permitted, one black, and one red, *i.e.*, once during the play, a black top depôt card may be moved on a red king, irrespective of sequence; and once, a red top depôt card may be similarly moved on a black king. When a *merci* is taken, the card moved is a top card, and may be used in the same way as other top depôt cards.

Only one deal is allowed.

EXAMPLE.

Remove the aces, and place them on foundations.

Deal to the depôts as shown by Diagram XXV.

The patience, as arranged in the Example, can be won without taking a *merci*.

SOLUTION.

Move 10♦ on 9♣; 9♠ on 10♥.

Take 2♦ (on black ace); 3♣; 4♦; QN♦ (on queen foundation); 2♠ (on red ace).

Move KNV♠ on QN♦.

Take 2♣.

Move KNV♣ on 10♦.

Take 2♥; QN♣ (on queen foundation).

Move KNV♦ on QN♣; 4♠ on 5♥.

Take 3♦; 4♠; 5♥; 6♣; 7♦; 2♣; 5♠; 6♥; 7♣ (do not take 8♥); 3♣; 3♥; 4♣; 2♦; 3♠; 4♥.

Move 10♦ (over 5♦) on KNV♣.

Take 5♦; 8♠.

Move 7♠ on 8♥; 6♥ on 7♣ (depôt); 7♠ on 6♥.

Take 8♥; 9♠; 10♥; KNV♠ (over 4♦); 4♦; QN♠ (on queen foundation); 9♥; 10♣; KNV♥; 5♣.

Move 10♥ on Knv♠ (queen foundation); 4♠ on 5♦ (depôt); 7♠ on 8♦; 10♠ on Knv♦.

Take 6♥; 7♠; 8♦; Qn♥ (on queen foundation); 3♦; 4♠; 5♦ (over Qn♦); Qn♦ (on queen foundation); 5♣.

Move Knv♣ on Qn♥; 7♣ on 8♥.

Take 6♦; 7♠; 2♥; Qn♠ (on queen foundation).

Move 7♥ (over 6♦) on 8♠; 6♦ on 7♣.

Take 8♦ (over 6♠); 6♠; 7♥ (over 5♠); 9♠; 10♦; Knv♣ (over 10♦ in depôt); Qn♣ (on queen foundation).

Move 5♠ on 6♦; Knv♥ on Qn♠; 10♣ on Knv♥.

Take 8♣; 2♠; 3♥.

Move 5♥ on 6♠; 10♦ on Knv♣ (queen foundation).

Take 9♣; 10♦; Knv♣ (over Qn♥); 4♣; 5♥; 6♠; 7♦; 8♣ (over 9♦); 9♦; 10♠; Knv♦ (over 4♥); and all the remaining cards.

HINTS.

The Example contains a very good instance of the value of the general hint (p. 133). If the eight of hearts is taken before moving the seven of spades on it, the patience cannot be won without a *merci*. Of course, a *merci* should not be taken if it can be avoided.

It is especially important not to take cards of a third sequence of the same ace colour, until satisfied that none of the cards of the fourth sequence of that ace colour are blocked. On the other hand, when three sequences of the same ace colour are partly completed, cards of the fourth of the same colour may be freely taken up to the value of the lowest card already taken on the other three foundations. Thus:—The black ace foundations have respectively at the top, nine, seven, seven, three. If four (red), five (black), six (red), seven (black) are available, they should be taken at once.

As a rule, it is better to keep cards in the depôts than to move them on queen foundations. A card in a depôt has much greater power than one on a foundation; for the former may be moved, or may have cards moved on it, either in ascending or in descending sequence.

It is often advisable, with the option of taking or moving in various ways, to keep the power of getting a red and a black king alone in their depots, in case a *merci* should have to be taken.

The chances of the deal are very variable. On the whole, it is generally thought that the patience is rather against the player; but if judiciously played the odds against success are very slight.

DIAGRAM XXVI.

DEPÔTS.

FOUNDATIONS.

THE FAN.

THE FAN.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES.

Deal the cards, in packets of three, face upwards, forming seventeen depôts. There will be one card over, which is to have a depôt to itself *(see* Diagram XXVI).

If an ace appears on the top of a depôt, it is to be taken on a foundation.

A top card of a depôt, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A top card of a depôt, which is in descending sequence, and in suit, with the top card of any other depôt, may be moved from one depôt to the other.

When a space is left, by taking or moving all the cards from a depôt, any king on the top of a depôt may be moved to the space; and cards in descending sequence, and in suit, may be moved on the king, as in the case of other depôts.

If the card in a depôt by itself is taken or moved, a space is left, to which a king may be similarly moved.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts as shown by Diagram XXVI.

SOLUTION.

Take Ace ♥.

Move 5 ♦ on 6 ♦; Knv ♦ on Qn ♦; 10 ♦ on Knv ♦; 9 ♦ on 10 ♦; 8 ♦ on 9 ♦; 4 ♦ on 5 ♦; Qn ♠ on Kg ♠; Knv ♠ on Qn ♠; Knv ♥ on Qn ♥ (do not move Qn ♥ on Kg ♥); 8 ♣ on 9 ♣.

Take 2 ♥; 3 ♥.

Move Kg ♣ to space; 7 ♠ on 8 ♠; 6 ♠ on 7 ♠; 5 ♠ on 6 ♠; 10 ♥ on Knv ♥; 9 ♥ on 10 ♥; 2 ♣ on 3 ♣; 3 ♠ on 4 ♠; 2 ♠ on 3 ♠.

Take Ace ♣; 2 ♣; 3 ♣; 4 ♣; 5 ♣; 6 ♣; 7 ♣; 8 ♣; 9 ♣.

Move Kg ♥ to space; 7 ♥ on 8 ♥. And,

Take the remaining hearts, all the spades and diamonds, and the remaining clubs.

HINTS.

A card on the top of a depot, which is in sequence and suit with the top card of a foundation, should be taken at once. In The Fan, the general hint (p. 133) does not apply to cards taken.

A card should never be moved on another which has a lower card of a suit in the same depôt. For instance:—In the Example, if ten of diamonds is moved on the knave, the patience is blocked.

This patience, with careful play, is slightly against the player.

VARIATION.

Some players do not permit kings to be moved to spaces. In that case, three deals are allowed.

After each deal, the untaken cards are shuffled and redealt in packets of three. If one or two cards remain over, they form one depôt.

FAN PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as under:—

(1). Kg♦ (bottom card); Qn♦; Knv♦; 10♦ (top card). (2). 2♦ (bottom card); 7♣; 4♥ (top card). (3). 8♦ (bottom card); 8♠; 8♣ (top card). (4). Kg♣ (bottom card); Qn♣; Knv♣; 10♣ (top card). (5). 7♥ (bottom card); 9♠; 7♦ (top card). (6). 3♣ (bottom card); 3♠; 6♥ (top card). (7). 6♣ (bottom card); 5♣; 4♣ (top card). (8). Kg♠ (bottom card); Qn♠; Knv♠; 10♠ (top card) (9). 6♦ (bottom card); 5♦; 4♦; 3♦ (top card). (10). 9♦ (bottom card); 9♣; 5♥ (top card). (11). Kg♥ (bottom card); Qn♥; Knv♥; 10♥; 9♥; 8♥ (top card). (12). 7♠ (bottom card); 3♥; 6♠; 5♠; 4♠ (top card).

On the foundations:—

(1). Ace♠; 2♠ (top). (2). Ace♥; 2♥ (top). (3). Ace♣; 2♣ (top). (4). Ace♦.

SOLUTION OF FAN PROBLEM.

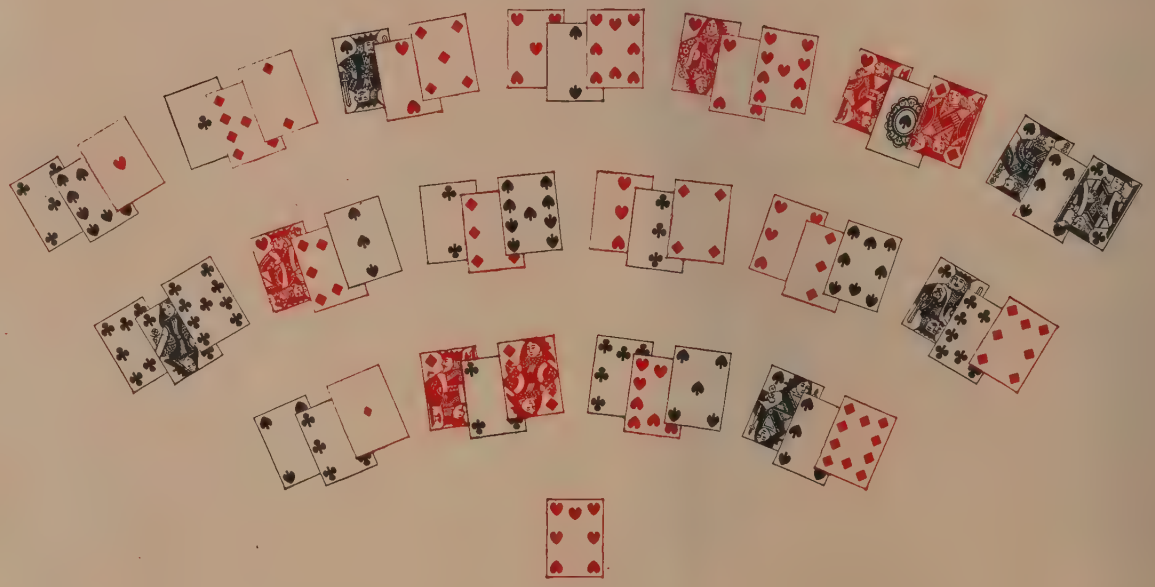
Move 4♥ on 5♥ (do not move 5♥ on 6♥); 7♣ on 8♣.

Take 2♦; 3♦; 4♦; 5♦; 6♦; 7♦.

Move 9♠ on 10♠; 6♥ on 7♥.

Take 3♠; 4♠; 5♠; 6♠; and all the remaining cards.

DIAGRAM XXVII.



DEPÔTS.

FOUNDATIONS.

THE THREE-CARD FAN.

THE THREE-CARD FAN.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES.

Deal in depôts of three, as for The Fan. But,

When dealing, kings are to be placed at the bottom of the depôts in which they appear. Thus, if the cards forming a depôt come in the order 2 ♥, 5 ♦, K♠ (top card); or in the order 2 ♥, K♠, 5 ♦ (top card); the king is to be put under the 2 ♥, and the depôt will be thus formed:—K♠ (bottom card), 2 ♥, 5 ♦ (top card).

If two kings appear in one depôt, they are to be placed at the bottom; and when a space is left the upper king may be moved to the space, provided it is the top card of the depôt, in consequence of the card above it having been taken or moved. Similarly, if three kings appear in one depôt, two of them may be moved to spaces.

The rules of play are the same as for The Fan, except that top cards may be moved from one depôt to another, irrespective of suit; and that no depôt may contain more than three cards.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts, as shown by Diagram XXVII.

SOLUTION.

Take Ace ♦; 2 ♦; Ace ♥.
Move 6 ♣ on 7 ♥; 5 ♦ on 6 ♣.
Take 2 ♥.
Move Qn ♦ on Kg ♠; Knv ♦ on Qn ♦.
Take Ace ♠.
Move 8 ♥ on 9 ♦; 10 ♦ on Knv ♥; 9 ♥ on 10 ♦.
Take 2 ♠; 3 ♠; 4 ♠; 5 ♠; 6 ♠.
Move Knv ♣ on Qn ♠.

Take 7 ♠; 8 ♠; 9 ♠; 10 ♠; Knv ♠; 3 ♦; 4 ♦; 5 ♦; 6 ♦; 7 ♦; 8 ♦.
Move 10 ♥ on Knv ♣; 6 ♣ on 7 ♣; 3 ♣ on 4 ♣; 9 ♣ on 10 ♣.
Take 3 ♥; 4 ♥; 5 ♥; 6 ♥; 7 ♥; 8 ♥; 9 ♥; 10 ♥; 9 ♦; 10 ♦; Knv ♦; Qn ♦; and the remaining hearts.
Move Qn ♣ on Kg ♠.
Take all the clubs; Qn ♠; Kg ♠; and Kg ♦.

HINTS.

Do not run off whole suits, as a rule. It is safer to take cards which make the tops of the foundations equal or nearly equal in rank. Thus, having ace to eight on one foundation, ace to seven on another, and ace to five on others, if the sixes are at the top of depôts they should be taken, and then seven and eights before running off cards on the ace to eight foundation.

Having the choice of moving to or from more than one depôt, the player should examine the position carefully before moving. Thus:—In the Example, after taking ace, two of diamonds, either eight of hearts or eight of spades might be moved on the nine of diamonds. If the eight of spades is moved in order to free the three, four, five of diamonds, the patience is blocked. The move at this point, to win the patience, is the eight of hearts.

This patience, with careful play, is in favour of the player.

VARIATION.

Some players do not allow kings to be placed at the bottom of depôts, nor to be moved to spaces. In that case, there are two deals, the untaken cards being shuffled after the first deal.

THREE-CARD FAN PROBLEM.

End Hand. Patience to be won.

Arrange the depôts as follows:—

(1). 7♦ (bottom card); 9♦; 8♣ (top card). (2). KG♥ (bottom card); 3♠; KNV♣ (top card). (3). KG♠ (bottom card); 10♠; QN♣ (top card). (4). KNV♥ (bottom card); 9♠; 6♥ (top card). (5). 10♦ (bottom card); ACE♠; QN♥ (top card). (6). KG♦ (bottom card); 8♦; QN♠ (top card). (7). 9♣ (bottom card); 10♣; 8♥ (top card). (8). KG♣ (bottom card); 7♥; 6♠ (top card). (9). 5♥ (bottom card); 8♠; KNV♦ (top card). (10). 7♣ (bottom card); 4♥; 10♥ (top card). (11). 3♥ (bottom card); QN♦; 2♠ (top card). (12). 9♥ (bottom card); 7♠; 4♦ (top card). (13). 5♠ (bottom card); 4♠; 5♦ (top card). (14). KNV♠; 6♦ (top card). (15). 3♦

On the foundations:—

(1). ACE♣ to 6♣ (top). (2). ACE♦; 2♦ (top). (3.) ACE♥; 2♥ (top). (4). Empty.

SOLUTION OF THREE-CARD FAN PROBLEM.

Move 2♠ on 3♦; KNV♣ on QN♦; 5♦ on 6♦; 3♠ on 4♠; QN♥ on KG♥.

Take ACE♠; 2♠; 3♠; 4♠; 5♠; 6♠; 3♦; 4♦; 5♦; 6♦; 7♠.

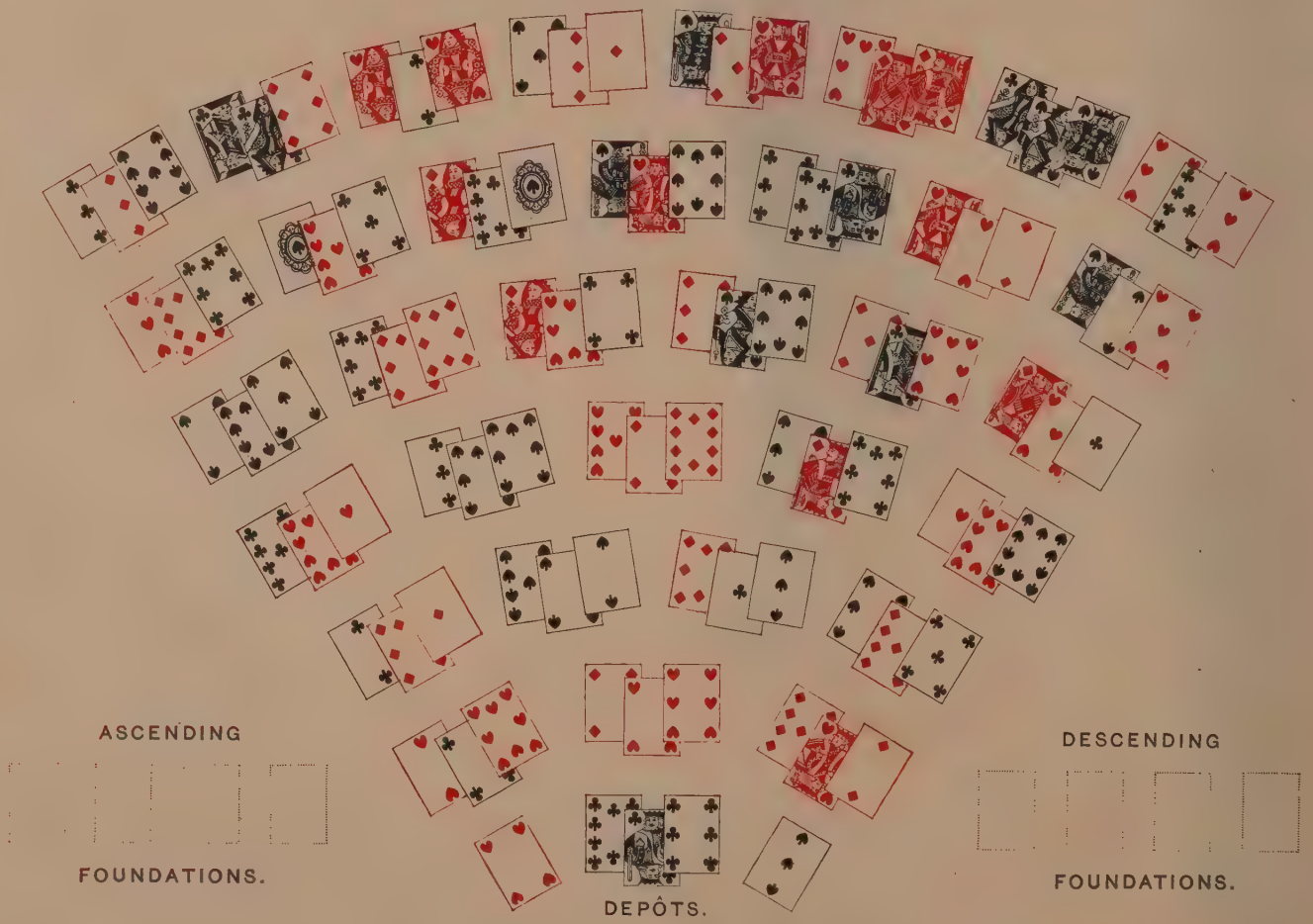
Move 8♣ on 9♥; 7♥ on 8♣; 9♦ on 10♦; QN♠ on KG♣; KNV♣ on QN♠; 10♥ on KNV♠.

Take 7♦; 8♦; 9♦; 10♦; KNV♦; QN♦; KG♦; 8♠; 3♥; 4♥; 5♥; 6♥; 7♥; 8♥; 9♠.

Move 10♣ on KNV♥. And,

Take all the remaining cards.

DIAGRAM XXVIII.



THE DOUBLE FAN.

THE DOUBLE FAN.

Two Packs of fifty-two Cards.

To form four Ascending Sequences and four Descending Sequences, following Suit.

RULES.

Deal the pack in depôts of three, as for The Fan. There will be two cards over, each of which is to have a depôt to itself.

Aces or kings, of different suits, on the tops of depôts, may be taken on foundations.

A top card of a depôt which is in ascending sequence, and in suit, with the top card of any ascending foundation, may be taken; and, a top card of a depôt which is in descending sequence, and in suit, with the top card of any descending foundation, may be taken.

A top card of a depôt which is in ascending or descending sequence, and in suit, with the top card of any other depôt, may be moved from one depôt to the other. Any number of cards may be moved to one depôt.

Neither aces nor kings may be moved to spaces; nor may kings nor aces be placed at the bottom of the depôts in which they appear.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts, as shown by Diagram XXVIII.

SOLUTION.

Take Ace ♠; 2 ♠; 3 ♠ (over Ace ♣); 4 ♠; 5 ♠; Ace ♦ (over 3 ♦); 2 ♦ (over 2 ♥); Ace ♥; 2 ♥; 3 ♥; Ace ♣ (over 8 ♦); Kg ♠; Qn ♠; Kg ♣; Kg ♦.

Move 6 ♥ on 7 ♥; 2 ♦ on Ace ♦; 5 ♣ (over 9 ♥) on 6 ♣; 9 ♠ (over 3 ♦) on 10 ♠ (over 10 ♥).

Take 4 ♥ (over 4 ♦); 5 ♥; 6 ♥; 7 ♥; 8 ♥; 9 ♥; 10 ♥; either Knv ♥; Qn ♥; 2 ♣; Kg ♥ (descending); Qn ♥; Knv ♥; 3 ♦ (over 3 ♣); 4 ♦; 5 ♦; 3 ♣; 4 ♣ (over 8 ♥); 5 ♣ (over 6 ♣); 6 ♣; 7 ♣ (over Kg ♦); 8 ♣; 9 ♣ (over 6 ♥); 10 ♣; Knv ♣; Qn ♦; Knv ♦; 10 ♦; 9 ♦; 8 ♦ (over 7 ♦); 7 ♦; 6 ♦; 5 ♦; 4 ♦; 3 ♦; 2 ♦; Ace ♦; Qn ♣; Qn ♣; Kg ♣ (ascending); Knv ♣; 10 ♣; 9 ♣; 8 ♣; 7 ♣; 6 ♣; 5 ♣; 4 ♣.

Move 2 ♠ on Ace ♠.

Take Knv ♠; 10 ♠; 9 ♠ (over 10 ♠); 8 ♠ (over Qn ♠); 7 ♠.

Move Qn ♠ on Kg ♠.

Take 6 ♦; 7 ♦; 8 ♦; 9 ♦; 10 ♦; 6 ♠ (ascending); 7 ♠; 8 ♠; 9 ♠; 10 ♠; 3 ♣; 2 ♣; Ace ♣; Kg ♥; Knv ♠; Qn ♠; Kg ♠; all the remaining hearts; Knv ♦; Qn ♦; Kg ♦; and all the remaining spades.

HINTS.

When an ascending sequence has been run off, cards of the descending sequence of the same suit should be taken whenever available; and *vice versâ*. This hint also applies to partly completed sequences. Thus:—If an ascending sequence is completed from ace to nine, and the descending sequence of the same suit contains only king, queen, and the knave, ten, nine of that suit are on the tops of depots, they should be taken at once.

This patience, if well played, is in favour of the player.

VARIATION.

Sometimes The Double Fan is played to form eight ascending sequences in suit. Only top depôt aces may be taken on foundations; and top depôt cards may only be taken in ascending sequence, and in suit.

Top depôt cards may only be moved in descending sequence, and in suit.

The other rules are as for The Double Fan.

DOUBLE FAN (VARIATION) PROBLEM.

End Hand. Patience to be won.

Arrange the depôts thus:—

(1). 10♠ (bottom card); 9♠; 8♠; 7♠; 6♠; 5♠; 4♠ (top card). (2). Qn♥ (bottom card); Knv♥; 10♥; 9♥; 8♥ (top card). (3). Knv♣ (bottom card); 10♣; 9♣; 8♣; 7♣; 6♣ (top card). (4). Qn♣ (bottom card); Kg♦; Qn♦; Knv♦; 10♦; 9♦; 8♦; 7♦; 6♦ (top card). (5). Kg♣ (bottom card); Kg♠; Qn♠; Knv♠; 10♠; 9♠; 8♠ (top card). (6). Kg♠ (bottom card); 8♣; Knv♦; 10♦ (top card). (7). 2♥ (bottom card); Kg♣; 6♣; 5♣ (top card). (8). 4♣ (bottom card); 6♥; 5♥; 4♥; 3♥ (top card). (9). Qn♠ (bottom card); 4♦; 3♦; 2♦ (top card). (10). 7♥ (bottom card); 7♣; Kg♥ (top card). (11). Knv♥ (bottom card); 2♠; Qn♥ (top card). (12). 5♦ (bottom card); Ace♦; Kg♥ (top card). (13). 3♠; Kg♦ (top card). (14). 9♣ (bottom card); 9♥; 8♥ (top card). (15). 7♥ (bottom card); 10♣; 10♥ (top card). (16). 9♦ (bottom card); Knv♠; Qn♦ (top card). (17). Qn♣; Knv♣ (top card).

On the foundations:—

(1). Ace♠ to 7♠ (top). (2). Ace♥ to 6♥ (top). (3). Ace♣ to 5♣ (top). (4). Ace♦ to 8♦ (top). (5). Ace♠. (6). Ace♥. (7). Ace♣ to 3♣ (top). (8). Empty.

SOLUTION OF DOUBLE FAN (VARIATION) PROBLEM.

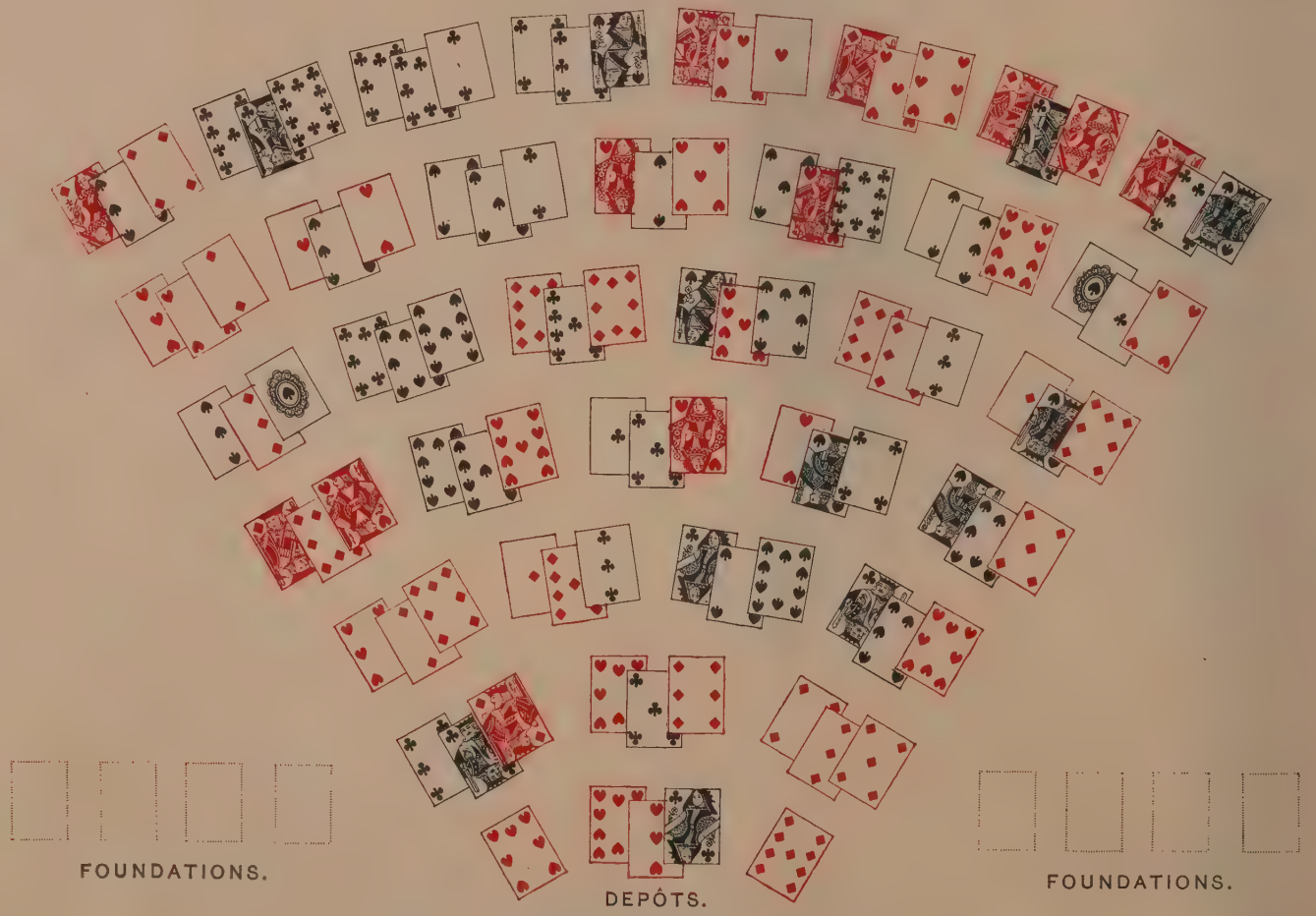
Move 5♣ (over 6♣ in depôt) on 6♣ (over 7♣); Qn♦ on Kg♦; Qn♥ on Kg♥ (over 7♣).

Take 8♠; 9♠; 10♠; Knv♠ (over 9♦); 9♦; 10♦; Knv♦; Qn♦; Kg♦; 2♠; 3♠; 6♣.

Move 10♥ on Knv♥; 10♣ on Knv♣.

Take 7♥; 8♥ (over 9♥, 9♣); 9♥; 10♥; Knv♥; Qn♥; Kg♥ (over 7♣); 7♣; 8♣; 9♣; 10♣; Knv♣; Qn♣; Kg♣; all the hearts; Ace♦; 2♦; 3♦; 4♦; 5♦; Qn♠; Kg♠; 4♣; and all the remaining cards.

DIAGRAM XXIX.



THE DOUBLE THREE-CARD FAN.

THE DOUBLE THREE-CARD FAN.

Two Packs of fifty-two Cards.

To form eight Ascending Sequences, following Suit.

RULES.

Deal as for The Double Fan.

The patience is played like The Three-Card Fan, except that cards may only be moved in suit; that kings may not be placed at the bottom of depôts; and that kings may not be moved to spaces.

If the patience becomes blocked, the *merci* is permitted of placing any king which is over a card of the same suit, at the bottom of the depôt. Some players take a second *merci*.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts, as shown by Diagram XXIX.

The patience, as arranged in the Example, can be won without a *merci*.

SOLUTION.

Take Ace ♠; Ace ♥; 2 ♥.

Move 6 ♥ on 7 ♥ (in depôt by itself); 5 ♥ (over 2 ♠) on 6 ♥; 4 ♥ on 5 ♥ (over Knv ♦).

Take Ace ♣; 2 ♣ (over 5 ♠); 3 ♣ (over 6 ♦); 4 ♣; Ace ♠; 2 ♠.

Move Knv ♥ on Qn ♥ (in depôt by itself); 10 ♥ on

Knv♥; 5♠ on 6♠; 5♦ (over 8♠) on 6♦ (over 10♦); 8♦ (over 9♣) on 9♦; 7♦ (over Kg♠) on 8♦ (over 9♦).

Take 3♠; 4♠; 5♠; 6♠; 7♠; 8♠; 9♠; 10♠; Knv♠ (over 2♥); Qn♠; Kg♠ (over Ace♦); Ace♦; 2♦; 3♦; 4♦; 5♦ (over 3♦); 6♦; 7♦ (over 2♦); 8♦; 2♠; 3♠; 4♠; Ace♥; 2♥.

Move 8♥ on 9♥ (over Qn♠); 7♠ on 8♠; Qn♣ (over 3♥) on Kg♣.

Take 3♥; 4♥ (over 3♥); 5♥; 6♥; 7♥ (in depôt by itself); 8♥; 9♥ (over Qn♠); 10♥ (over Knv♥); Knv♥; Qn♥ (over 5♣); 5♣ (over Ace♣); 6♣; Ace♣; 2♣; 3♣; 4♣; 5♣; 9♦; sequence of Ace♦ to Kg♦; 3♥; 4♥; 5♥; 6♥; 7♥; 8♥; 9♥; 10♥.

Move 8♣ on 9♣; 10♣ (over Knv♣) on Knv♣.

Take 7♣; 8♣; 9♣; 10♣ (over Kg♥); Knv♣; Qn♣; Kg♣ (over 6♣); Kg♥; and all the remaining cards.

HINTS.

Those who can play the other Fans will be able to manage this without further hints.

With the *merci* the patience is in favour of the player. The *merci* should not be taken if the patience can be won without it. Thus:—In the Example the king of clubs might be placed below the six of clubs, but if the club suit is properly taken, there is no need of the *merci*.

REMARKS ON FAN PATIENCES.

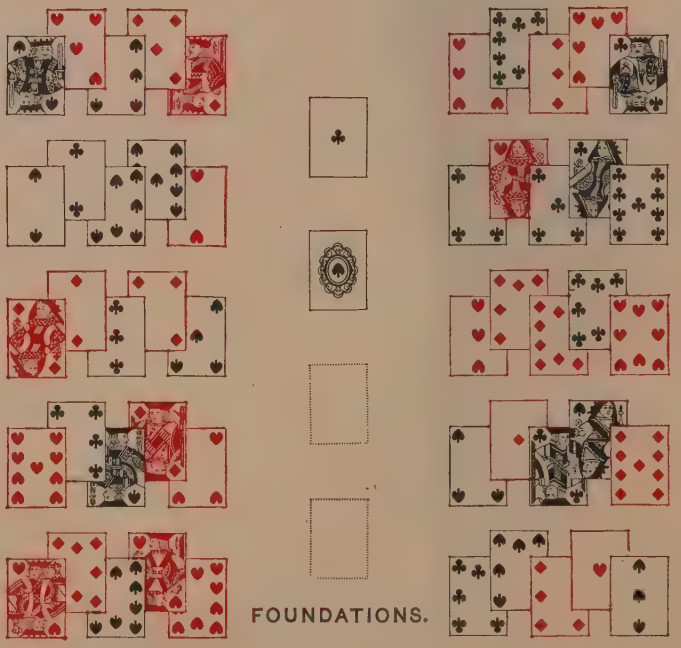
The Fan, The Three-Card Fan, and their doubles, are general favourites, and their popularity is well deserved. They are simple in construction; nevertheless, they often present very pretty problems for solution. Indeed, it is hardly too much to say that a player, who has mastered the various Fans, need not be afraid of attacking any patience, however complicated.

But they have this drawback. In consequence of their having been played by many persons, independently of each other, and without any recognised rules, the variations are much more numerous than the patiences. In hopes of erecting a standard of some kind, a number of variations have been carefully examined, with the following result:—

The forms of Fan patiences which are considered the most interesting are first given; and then the most important variations.

The Double Fans may be most advantageously played by two persons in consultation, and sitting opposite to each other. Each player should take charge of four foundations; in the case of The Double Fan, one should be responsible for the ascending foundations, and the other for the descending; in the case of The Double Three-Card Fan, each player should have the four suits assigned to him. One player should neither take nor move a card, without first obtaining the consent of the other. The differences of opinion which will frequently arise, as to the best policy to pursue, will be found very interesting by those who play with care and judgment. When playing partners, it is not advisable, as a rule, to begin taking or moving cards quickly, nor without paying due attention to the views and arguments of the ally *(see* general hint, p. 133).

DIAGRAM XXX.



THE FORT.

THE FORT.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES.

Remove any two aces from the pack, and place them on foundations.

Deal the remainder of the cards to ten depôts, of five cards each, as shown by Diagram XXX.

Any top depôt card, which is available, may be taken. Any top depôt card may be moved from one depôt to another, either in ascending or in descending sequence, and in suit.

When a space is left, any top depôt card may be moved to the space, and top depôt cards may be moved on it, either in ascending or in descending sequence, and in suit.

If the patience becomes blocked, the *merci* is permitted of transferring any one depôt card which is not a top card, to the top of its depôt.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts as shown by Diagram XXX.

The patience, as arranged in the Example, can be won without the *merci*.

SOLUTION.

Take 2 ♠; 2 ♣; 3 ♠; Ace ♥.

Move 8 ♥ on 9 ♥; 8 ♣ on 9 ♣; 10 ♦ on 9 ♦; 6 ♦ on 7 ♦; 8 ♠ on 7 ♠; 9 ♠ on 8 ♠.

Take 2 ♥.

Move 6 ♦ to space; 7 ♦ on 6 ♦.

Take 3 ♥.

Move Kg ♥ to space; 8 ♦ on 7 ♦; 9 ♠ on 10 ♠; 8 ♠ on 9 ♠; 7 ♠ on 8 ♠; 7 ♣ on 8 ♣; 10 ♦ to space; 9 ♦ on 10 ♦; 8 ♦ on 9 ♦; 7 ♦ on 8 ♦; 6 ♦ on 7 ♦; Qn ♠ on Kg ♠; Knv ♣ to space.

Take Ace ♦; 4 ♠.

Move 7 ♣ to space; 8 ♣ on 7 ♣; 9 ♣ on 8 ♣; Qn ♣ on Knv ♣; Kg ♣ on Qn ♣; 8 ♥ on 7 ♥; 9 ♥ on 8 ♥; 5 ♣ on 6 ♣; Qn ♥ on Kg ♥; 4 ♣ on 5 ♣; 9 ♣ to space; 8 ♣ on 9 ♣; 7 ♣ on 8 ♣; Qn ♦ to space.

Take 2 ♦; 3 ♣; 4 ♣; 5 ♣; 6 ♣; 7 ♣; 8 ♣; 9 ♣.

Move 9 ♥ to space; 8 ♥ on 9 ♥; 7 ♥ on 8 ♥.

Take 3 ♦; 4 ♦; 5 ♠; 10 ♣.

Move Kg ♣ to space; Qn ♣ on Kg ♣.

Take Knv ♣; Qn ♣; Kg ♣.

Move Qn ♠ to space; Kg ♠ to space; Knv ♠ on Qn ♠; Knv ♦ on Qn ♦.

Take 4 ♥; 5 ♥; 6 ♥; 7 ♥; 8 ♥; 9 ♥; all the remaining spades; and all the remaining diamonds.

Move Knv ♥ to space. And,

Take the remaining hearts.

HINTS.

The hints are much the same as for *The Fan*.

It is very important to obtain a space, and to fill it so that another space can be got. With two or more spaces the patience is virtually won.

This patience is rather against the player.

FORT PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as below:—

(1). 7♥ (bottom card); Kɢ♦; 7♠; Qɴ♦; 9♠; 10♠ (top card). (2). 7♣ (bottom card); 6♣; 5♣ (top card). (3). Knv♦ (bottom card); 2♠; 8♥; 9♥ (top card). (4). 5♦ (bottom card); 7♦; 3♣; 10♣ (top card). (5). Kɢ♥ (bottom card); 4♣; 8♦; Knv♣ (top card). (6). Kɢ♠ (bottom card); Qɴ♠; 9♦; 5♠; 4♠; 3♠ (top card). (7). 6♠ (bottom card); Qɴ♣; Knv♠; 8♠ (top card). (8). 2♣ (bottom card); 10♦; 10♥; 8♣; Kɢ♣ (top card). (9). 9♣ (bottom card); 4♦; 6♦; Knv♥; Qɴ♥ (top card). (10). Empty.

On the foundations:—

(1). Aᴄᴇ♠. (2). Aᴄᴇ♣. (3). Aᴄᴇ♦ to 3♦ (top). (4). Aᴄᴇ♥ to 6♥ (top).

SOLUTION OF FORT PROBLEM.

Move Knv♣ on 10♣; 8♦ to space; 5♣ on 4♣; 6♣ on 5♣; 7♣ on 6♣; Kɢ♣ to space; 8♣ on 7♣; 9♥ on 10♥; 8♥ on 9♥.

Take 2♠; 3♠; 4♠; 5♠.

Move 8♦ on 9♦; 8♥ to space; 9♥ on 8♥; 10♥ on 9♥; 10♦ on Knv♦.

Take 2♣.

Move Qɴ♥ to space; Knv♥ on Qɴ♥; 10♥ on Knv♥; 9♥ on 10♥; 8♥ on 9♥; Knv♣ to space; 10♣ on Knv♣.

Take 3♣.

Move 7♦ on 8♦; 6♦ on 7♦.

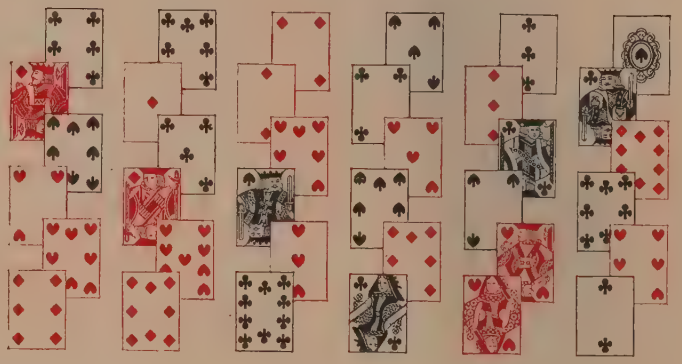
Take 4♦; 5♦; 6♦; 7♦; 8♦; 9♦; 10♦; Knv♦.

Move 8♣ on 9♣; 7♣ on 8♣; 6♣ on 7♣; 5♣ on 6♣.

Take the sequence of clubs up to Knv♣. And,

With four spaces at command, the patience can be won easily.

DIAGRAM XXXI.



DEPÔTS.

BOUQUET.

FOUNDATIONS.

THE BOUQUET.

THE BOUQUET.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES.

Deal thirty-six cards in six perpendicular rows, forming six depots of six cards each.

The undealt cards of the stock (called *The Bouquet)*, are to be held in the hand. They may be examined at any time.

An ace on the top of a depôt is to be taken on a foundation.

A top card of a depôt, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A top card of a depôt, which is in descending sequence with the top card of any other depôt, may be moved, irrespective of suit.

Any aces in the bouquet are to be taken on foundations; and any bouquet card, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

Any bouquet card, which is in descending sequence, with the top card of any depôt, may be dealt to the depôt irrespective of suit.

When a space is left, by taking or moving all the cards from a depôt, the top card of any depôt may be moved to the space; or, any card may be dealt to the space from the bouquet.

Only one deal is allowed.

EXAMPLE.

Arrange the cards in the depôts as shown by Diagram XXXI.

The Diagram also shows the bouquet cards.

SOLUTION.

Deal Knv♠ on Qn♥; Ace♥ to foundation; 2♥ on Ace♥; Ace♣ to foundation.

Move 10♣ on Knv♠.

Take 3♥; 2♣.

Move Qn♣ on Kg♠; 7♦ on 8♦; 6♦ on 7♦; 7♠ on 8♥; 5♥ on 6♥; 4♣ on 5♥; 6♦ on 7♠; 5♠ on 6♦; 10♣ to space; Knv♠ on Qn♣; 10♣ on Knv♠.

Deal 9♣ on 10♣.

Move 7♦ to space; 8♦ on 9♣; 7♦ on 8♦; 4♣ on 5♠; 5♥ to space; 6♥ on 7♦; 5♥ on 6♥; 8♣ on 9♥; 10♦ to space; Qn♥ on Kg♣; Knv♥ on Qn♥; 10♦ on Knv♥; 8♣ to space; 9♥ on 10♦; 8♣ on 9♥; 4♠ on 5♥; Knv♣ to space; 3♦ on 4♠.

Take 3♣; 4♣.

Move Knv♦ to space.

Take 5♣; Ace♦.

Move 7♣ on 8♣; 5♠ to space; 6♦ on 7♣; 5♠ on 6♦.

Deal 10♠ on Knv♣; 9♠ on 10♠; 10♥ on Knv♦; 9♦ on 10♥.

Move 7♠ to space; 8♥ on 9♦; 4♥ on 3♥ (foundation); 8♠ on 9♠; 7♠ on 8♠; 6♠ (from bouquet) on 7♠; 5♠ on 6♠; 3♦ to space; 4♠ on 5♠; 3♦ on 4♠; Kg♦ to space.

Take 6♣; 5♥; 6♥.

Move 7♦ on 8♥; 6♦ on 7♦.

Take 7♣; 8♣.

Move 8♦ on 9♥.

Take 9♣; 10♣.

Move Knv♠ to space; Qn♣ on Kg♦; Knv♠ on Qn♣; Kg♠ to space.

Take 7♥; 2♦; 3♦; 4♦; 5♦ (from bouquet); 6♦; 7♦; 8♦; 8♥; 9♥; 9♦; 10♦; 10♥; Knv♥; Qn♥; Knv♦.

Move Kg♣ to space.

Take all the spades; and all the remaining cards.

HINTS.

It is advisable to sort the bouquet cards in order of rank.

When dealing from the bouquet, if it contains more than one card of the same rank, it is often of importance to make a selection of suit.

The player should endeavour to obtain one or two spaces, early in the game, as these give great command over the remaining depôt cards. With three spaces, the patience can almost always be won.

This patience, with skilful play, is slightly in favour of the player.

BOUQUET PROBLEM.

End Hand. Patience to be won.

Arrange the cards in the depôts as below :—

(1). 8♥ (bottom card); Kg♣; 4♠; 5♣; 3♦; 10♦ (top card). (2). Ace♦ (bottom card); 2♠; 6♣; 5♥ (top card). (3). Ace♥ (bottom card); 10♠; Qn♣; 6♦; Qn♥ (top card). (4). 5♦ (bottom card); Knv♠; 7♠; Kg♥; 9♣; 7♣ (top card). (5). 3♠ (bottom card); 6♥; 8♦; Ace♠; 7♥; 6♠; 5♠; 4♥; 3♥ (top card). (6). Kg♠ (bottom card); Knv♣; 10♥; Kg♦; Knv♦ (top card).

On the club foundation :—

Ace♣ to 4♣ (top).

In the bouquet :—

Qn♠; Qn♦; Knv♥; 10♣; 9♥; 9♦; 9♠; 8♠; 8♣; 7♦; 4♦; 2♦; 2♥.

SOLUTION OF BOUQUET PROBLEM.

Deal 10♣ on Knv♦ (do not move 10♦ on Knv♦); 9♦ on 10♣; 8♣ on 9♦.

Move 7♣ on 8♣; 9♣ on 10♦; Qn♥ on Kg♥; 5♥ on 6♦; 6♣ on 7♣; 2♠ on 3♥.

Take Ace♦; 2♦ (from bouquet).

Deal Knv♥ on Qn♥.

Move 9♣ to space; 10♦ on Knv♥; 9♣ on 10♦.

Take 3♦; 4♦ (from bouquet); 5♣; 6♣; 7♣; 8♣; 9♣.

Move 2♠ to space; 3♥ on 4♠; 2♠ on 3♥; 4♥ on 5♥; 5♠ to space.

Deal 8♠ on 9♦; 7♦ on 8♠; 9♥ on 10♦.

Move 6♠ on 7♦; 5♠ on 6♠; 7♥ to space.

Take Ace♠; 2♠.

Move 8♦ on 9♥; 7♥ on 8♦; 6♥ on 7♥.

Take 3♠.

Move 4♥ to space; 5♥ on 6♥; 4♥ on 5♥; 3♥ on 4♥.

Take 4♠; 5♠; 6♠.

Move 6♦ on 7♦; Kg♣ to space; Qn♣ on Kg♣; 10♠ to space.

Take Ace♥; 2♥; 3♥; 4♥; 5♥; 6♥; 7♥; 8♥.

Move 8♦ to space.

Take 9♥.

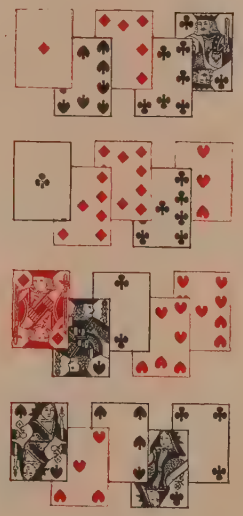
Move 10♦ to space; Knv♥ on Qn♣; 10♠ on Knv♥; 9♠ (from bouquet) on 10♠; 8♦ on 9♠; Qn♥ to space; Kg♥ to space.

Take 7♠.

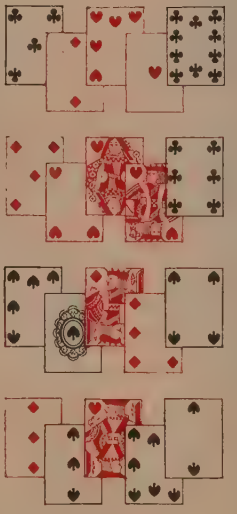
Move Knv♠ on Qn♥.

Take 5♦; 6♦; 7♦; 8♠; 8♦; 9♦; 10♦; and all the remaining cards.

DIAGRAM XXXII.



DEPÔTS.



DEPÔTS.

THE WATCH.

THE WATCH.

One Pack of fifty-two Cards.

To form twelve Ascending Sequences, following Suit (the top Cards to correspond with the Hours on a Watch-face).

RULES.

Remove from the pack a sequence of twelve cards, from the two to the king, three of each suit. The cards of each suit are to be equidistant. Thus if two of hearts, three of clubs, four of diamonds, and five of spades are the four cards first selected, the next card must be six of hearts, the next seven of clubs; and so on.

These twelve cards form the foundations. They are to be arranged in a circle, like the hours on a watch-face, only a ten is to correspond with the hour of one on the face; a knave with the hour of two; and so on, all round, to the hour of twelve, which is represented by a nine, as shown by Diagram XXXII.

Deal the remainder of the pack in eight depôts of five cards each, as shown by Diagram XXXII.

A top depôt card which is in ascending sequence, and in suit, with the top card of any foundation, may be taken. Aces are in ascending sequence with kings.

A top depôt card may be moved, in descending sequence, on any other top depôt card, irrespective of suit. Kings are in descending sequence with aces.

Top depôt cards may not be moved to spaces; but, if the patience becomes blocked, the *merci* is permitted of moving any one top depôt card to a space.

At the conclusion of the patience, it will be found that the top cards of the foundations represent the hours on a watch-face (knave reckoning as eleven and queen as twelve), as shown on p. 168.

Only one deal is allowed.

EXAMPLE.

Arrange the foundations and depôts as shown by Diagram XXXII.

As arranged in the Example, the patience can be won without taking a *merci*.

SOLUTION.

Move Ace ♦ on 2 ♠.
Take 10 ♠.
Move 6 ♣ on 7 ♦; Qn ♠ on Kg ♥; 5 ♥ on 6 ♣; 4 ♠ on 5 ♥.
Take 6 ♠.

Move Knv ♦ on Qn ♣; 10 ♣ on Knv ♦.
Take Knv ♠; Qn ♠.
Move Ace ♣ on 2 ♣.
Take 9 ♦; 10 ♦.
Move 9 ♣ on 10 ♣; Kg ♥ on Ace ♥; Qn ♥ on Kg ♥.

Take 3♥; 4♥; 5♦; 6♦; Kɢ♦; Aᴄᴇ♦; Aᴄᴇ♠; 2♠. (7♠ might also be taken, and the patience won; but it simplifies the play to leave 7♠ in depôt.)

Move 8♠ on 9♣.

Take Kɴᴠ♥; Qɴ♥; Kɢ♥; Aᴄᴇ♥; 3♠; 4♠; 5♥; 7♥ (do not take 2♦).

Move Aᴄᴇ♣ on 2♦; 2♣ on 3♦.

Take 8♥ (do not take 9♥).

Move 6♣ on 7♠; 8♠ on 9♥.

Take 7♦; 8♣; 9♣; 10♣; Kɴᴠ♦; Qɴ♣; Kɢ♣; Aᴄᴇ♣; 2♣; 2♦; 3♦; 4♣; 5♣; 6♣; 7♠; 8♠; 9♥.

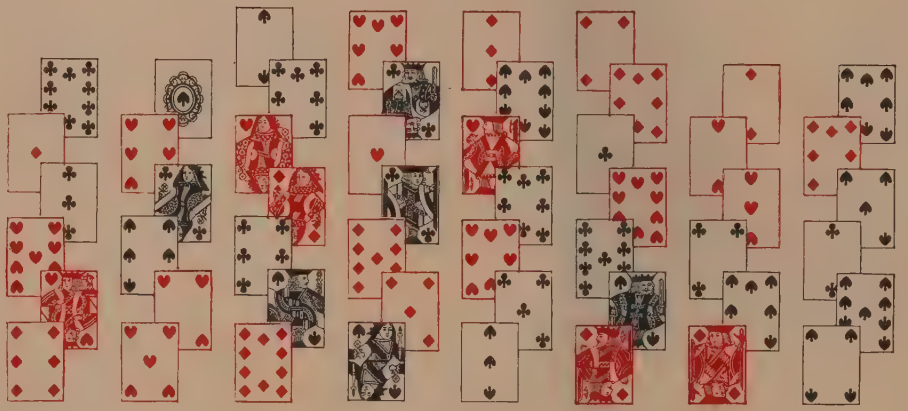
HINTS.

Several points in the Example illustrate the general hint, p. 133. Thus:—If seven and eight of spades are taken as soon as they become available, the patience cannot be won.

This patience is slightly against the player.

With the assistance of the *merci*, and with careful play, the chance of success is believed to be about even.

DIAGRAM XXXIII.



DEPÔTS.

FOUNDATIONS.

THE CANISTER.

THE CANISTER.

One Pack of fifty-two Cards.

To form four Ascending Sequences, following Suit.

RULES

Deal the cards in eight columns, forming eight depôts, four of six cards each, and four of seven cards each *(see* Diagram XXXIII).

An ace on the top of a depôt may be taken to form the foundation of a sequence.

A top card of a depôt, which is in ascending sequence, and in suit, with the top card of any foundation, may be taken.

A top card of a depôt which is in sequence with the top card of any other depôt, may be moved either in ascending or in descending sequence; but only red may be moved on black, or black on red.

When a space is left in consequence of moving or taking all the cards from a depôt, a king on the top of a depôt may be moved to the space, and sequence cards may be moved on the king, in alternate colour.

If the patience becomes blocked, the *merci* is permitted of interchanging the places of any two depôt cards.

Only one deal is allowed.

EXAMPLE.

Arrange the depôt cards as shown by Diagram XXXIII.

SOLUTION.

Move Qn♠ on Kg♦; Knv♦ on Qn♠; 7♠ on 6♦; 4♠ on 5♦; 9♠ on 10♦; 4♣ on 5♥; 3♥ on 2♣; 4♣ on 3♥; 5♥ on 4♣; 3♠ on 2♥; 4♥ on 3♠; 5♣ on 4♥; 8♥ on 9♠; 7♠ on 8♥; 6♦ on 7♠; 6♠ on 5♥; Qn♣ on Knv♦; Kg♥ on Qn♣; 9♥ on 8♣; 5♣ on 6♥; 4♥ on 5♣; 3♠ on 4♥; 2♥ on 3♠; 3♣ on 2♦; 2♥ on 3♣; 3♠ on 2♥; 4♥ on 3♠; 5♣ on 4♥; 6♥ on 5♣.

Take Ace♦; Ace♠.

Move Kg♥ to space; Qn♣ on Kg♥; Knv♦ on Qn♣; 10♣ on Knv♦; 9♥ on 10♣; 8♣ on 9♥; Qn♠ on Knv♥; Kg♦ to space; Qn♠ on Kg♦; Knv♥ on Qn♠; 10♠ on Knv♥; 4♠ on 3♦; 5♦ on 4♠; 6♠ on 5♦; 5♥ on 6♠; 4♣ on 5♥; 3♥ on 4♣; 2♣ on 3♥; 5♠ on 6♥; 6♦ on 5♠; 7♠ on 6♦; 8♥ on 7♠; 9♠ on 8♥; 10♦ on 9♠; Knv♠ on 10♦; 7♦ on 8♣; 6♣ on 7♦; 9♦ on 10♠; 8♠ on 9♦; Kg♠ to space; Qn♦ on Kg♠; Knv♣ on Qn♦.

Take Ace♥.

Move Kg♣ on Qn♥; 7♥ on 8♠; Kg♣ to space; Qn♥ on Kg♣; Knv♠ on Qn♥; 10♦ on Knv♠; 9♣ on 10♦; 10♥ on Knv♣; 9♠ on 10♥; 8♥ on 9♠; 7♠ on 8♥; 6♦ on 7♠; 5♠ on 6♦.

Take Ace♣; 2♣.

Move 8♦ on 9♣; 7♣ on 8♦; 6♥ on 7♣; 5♣ on 6♥; 4♥ on 5♣.

Take 2♠; 3♠; 2♥; 3♥; 4♥; 3♣; 4♣; 5♣; 6♣; 5♥; 6♥; 7♥.

Move 6♠ on 7♦; 5♦ on 6♠.

Take 4♠; 2♦; 3♦; 4♦; and all the remaining cards.

HINTS.

It is dangerous to take cards early in the play, and especially to run off cards of one colour, unless able to take similar cards of the opposite colour. Every card taken diminishes the possible number of moves of those remaining in the depôts.

The general policy of the player should be to move long sequences on kings, and to keep the power of reversing, so that when a space is left a king sequence may be moved to the space.

This patience is difficult; but, with really good play, it is not much against the player.

CANISTER PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as follows:—

(1). 9♠ (bottom card); 6♥; 3♣; Qn♦; 9♣ (top card). (2). 2♥; 6♦ (top card). (3). 7♣ (bottom card); 6♣; 4♠; 2♠; 4♦; 3♠; 4♥; 5♣ (top card). (4). 10♠ (bottom card); 5♦; Kg♣; Ace♣; 8♦; Kg♠; Qn♣; Kg♦; Qn♠; Knv♥; 10♣; 9♥ (top card). (5). 3♦ (bottom card); Knv♦; Knv♣; 8♥; 9♦; Qn♥; Knv♠; 10♥ (top card). (6). 7♠ (bottom card); 8♠; 2♦; 5♠; 7♥ (top card). (7). 3♥. (8). Kg♥ (bottom card); 2♣; 10♦; 4♣; 5♥; 6♠; 7♦; 8♣ (top card).

On the foundations:—Ace♥; Ace♠; Ace♦.

SOLUTION OF CANISTER PROBLEM.

Move 7♥ on 8♣; 5♣ on 6♦; 4♥ on 5♣; 5♠ on 4♥; 3♠ on 2♦; 4♦ on 5♠; 3♠ on 4♦; 2♦ on 3♠.

Take 2♠.

Move 8♠ on 7♥; 9♥ on 8♠; 10♣ on 9♥; Knv♥ on 10♣; Qn♠ on Knv♥; Kg♦ on Qn♠; Qn♣ on Kg♦; 9♣ on 10♥; Kg♠ on Qn♦; 8♦ on 7♠; 9♣ on 8♦; 10♥ on 9♣; Knv♠ on 10♥; Qn♥ on Knv♠.

Take Ace♣.

Move Kg♣ on Qn♥; 4♠ on 3♥; 5♦ on 6♣; 4♠ on 5♦; 3♥ on 4♠; 9♦ on 10♠; Kg♣ to space; Qn♥ on Kg♣; Knv♠ on Qn♥; 10♥ on Knv♠; 9♣ on 10♥; 8♦ on 9♣; 7♠ on 8♦; Kg♠ to space; Qn♦ on Kg♠; 3♣ on 2♦; 6♥ on 7♠; 8♥ on 9♠; Knv♣ on Qn♦; Qn♣ on Knv♦; Kg♦ on Qn♣; Qn♠ on Kg♦; Knv♥ on Qn♠; 9♦ on 10♣; 10♠ on 9♦; Knv♥ on 10♠; Qn♠ on Knv♥; Kg♦ to space; Qn♠ on Kg♦; Knv♥ on Qn♠; 10♠ on Knv♥; 9♦ on 10♠; 10♣ on 9♦; 9♥ on 10♣; 8♠ on 9♥; 7♥ on 8♠; 8♣ on 7♥; 7♦ on 8♣; 6♠ on 7♦; 5♥ on 6♠; 4♣ on 5♥; 10♦ on Knv♣.

Take 2♣; 3♣; 4♣.

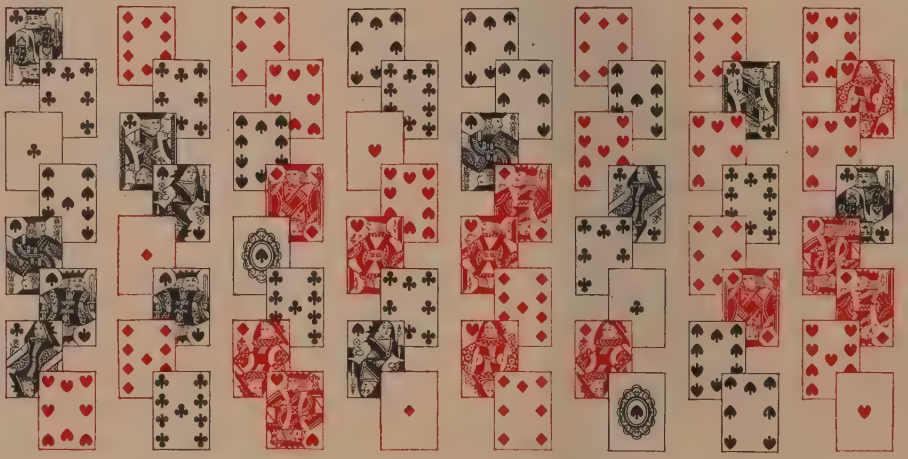
Move Qn♣ on Kg♥; Knv♦ on Qn♣.

Take 2♦; 3♦; 3♠; 4♦.

Move 5♠ on 6♥; 4♥ on 5♠; 5♣ on 4♥; 6♦ on 5♣.

Take 2♥; and all the remaining cards.

DIAGRAM XXXIV.



DEPÔTS.

FOUNDATIONS.

PERSIAN PATIENCE.

PERSIAN PATIENCE.

Two Piquet Packs.

To form eight Ascending Sequences, following Suit.

RULES.

Deal eight depôts of eight cards each as shown by Diagram XXXIV.

An ace on the top of a depôt is to be taken on a foundation; and top depôt cards, in ascending sequence, and in suit, with top foundation cards, may be taken.

Sevens are in ascending sequence with aces.

Top depôt cards may be moved from one depôt to another, in descending sequence, but only red on black, or black on red.

When a space is left by taking or moving all the cards from a depôt, any top depôt card may be moved to the space, and other top depôt cards may be moved on it, in descending sequence, and in alternate colour.

Three deals are allowed; and, if no card can be taken on the first deal, that deal counts for nothing.

After each deal, the untaken cards are to be shuffled, and dealt to eight depôts as before; and, as some or all of the depôts will now contain less than eight cards, it is advisable, in order to avoid mistakes, to deal in horizontal lines.

EXAMPLE.

Arrange the cards in the depôts, as shown by Diagram XXXIV.

As arranged, the patience can be won on the deal.

SOLUTION.

Take Ace ♦; 7 ♦; Ace ♠; 7 ♠; Ace ♥.

Move Qn ♠ on Kg ♥; 8 ♣ on 9 ♥; 10 ♠ on Knv ♥; Knv ♦ on Qn ♠.

Take 8 ♦.

Move 10 ♣ on Knv ♦.

Take 7 ♥; 8 ♥.

Move Knv ♣ on Qn ♥; 9 ♣ on 10 ♦.

Take 9 ♦

Move Qn ♦ on Kg ♠.

Take Ace ♣; 7 ♣; 8 ♣; 9 ♣; 10 ♣; Knv ♣; Qn ♣ (over Kg ♠); 9 ♥; 10 ♦; Knv ♦; Qn ♦; Kg ♦.

Move 10 ♠ to space; Knv ♥ on Qn ♠.

Take 10 ♥; Knv ♥; Qn ♥; Kg ♥; Kg ♣; Ace ♥; 7 ♥.

Move 9 ♦ on 10 ♠; 10 ♣ on Knv ♥; 9 ♦ on 10 ♣; 8 ♠ on 7 ♠ (foundation); Kg ♠ (over Knv ♠) to space; Knv ♠ on Qn ♥.

Take 9 ♠; 10 ♠; Knv ♠; Qn ♠; Kg ♠ (over Ace ♦); Ace ♦; Ace ♣; 7 ♣.

Move Kg ♥ to space; Qn ♦ on Kg ♠; Qn ♥ on Kg ♣; Qn ♠ on Kg ♥; Knv ♣ on Qn ♦.

Take 8 ♣; 9 ♣; Ace ♠.

Move Knv ♦ on Qn ♠; 10 ♠ on Knv ♦; 9 ♦ on 10 ♠.

Take 8 ♥; 7 ♦; 10 ♣; Knv ♣; Qn ♣; 9 ♥; 10 ♥; Knv ♥; Qn ♥; Kg ♣.

Move Kg ♦ to space; Knv ♠ to space.

Take 7 ♠; 8 ♠; 9 ♠; and all the remaining cards.

HINTS.

Aces should be taken whenever they are available. Other cards are subject to the general hint (p. 133).

It is almost always right to play to obtain a space.

This patience, with skilful play, is considerably in favour of the player; with unskilful play, the chances are against him.

PERSIAN PROBLEM.

End Hand. Patience to be won.

Arrange the depôt cards as under:—

(1). 8♣ (bottom card); Knv♦; Kg♠; 10♣ (top card). (2). 9♥ (bottom card); 8♥; Knv♥; Qn♦; Qn♦; 9♦; Kg♣; Qn♥; Knv♠; 10♦; 9♣ (top card). (3). Kg♣ (bottom card); Ace♥; Kg♥; 8♠; Qn♠ (top card). (4). 9♠ (bottom card); Kg♦; Qn♠; 10♥; Qn♣; 7♣; Qn♣ (top card). (5). 10♣ (bottom card); Knv♠; Knv♦; Kg♦; 8♣; 10♠; 7♥ (top card). (6). Kg♥ (bottom card); Qn♥; Knv♣; 10♥ (top card). (7). Knv♥ (bottom card); Knv♣; Ace♣; 9♣; 8♥; Kg♠; 9♥ (top card). (8). Empty.

On the foundations:—

(1). Ace♠ to 10♠ (top). (2). Ace♦ to 10♦ (top). (3). Ace♣; 7♣ (top). (4). Ace♥; 7♥ (top). (5). Ace♠; 7♠ (top). (6). Ace♦ to 8♦ (top). (7 and 8). Empty.

SOLUTION OF PERSIAN PROBLEM.

Do not move 9♣ on 10♥. But,

Move 10♥ to space; 9♣ on 10♥; 10♦ on Knv♣; 9♣ on 10♦; 9♥ on 10♣.

Take Knv♠; Qn♠; Kg♠; 8♥; 9♥; 10♥. (Do not take 8♠.)

Move 7♥ on 8♠; 10♠ to space.

Take 8♣; 9♣ (over Ace♣); Ace♣; 10♣; Knv♣; Qn♣; Knv♥; Qn♥; Kg♣; 9♦; 7♣.

Move 7♥ to space.

Take 8♠; Kg♥; Ace♥; 7♥.

Move Kg♠ (from depôt) to space.

Take Knv♦; Qn♦; Kg♦; 8♣; 9♣; 10♦; Knv♦; Qn♦.

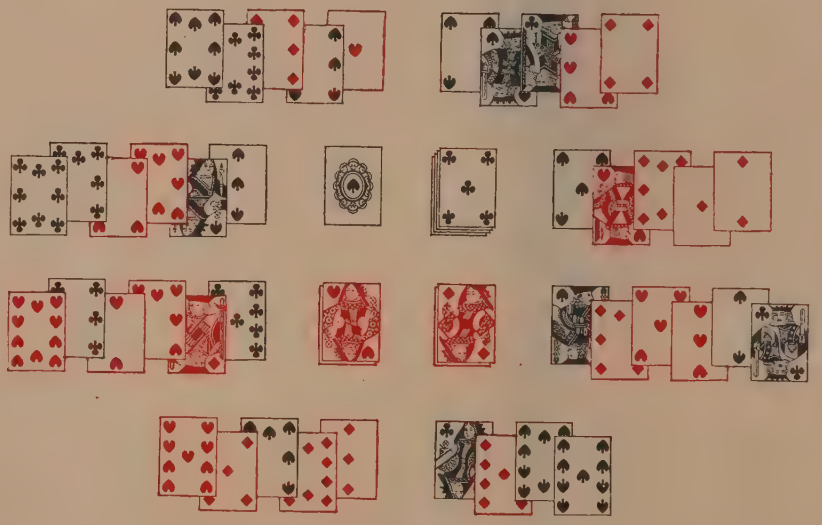
Move Knv♠ to space.

Take 10♣; Knv♣; Qn♣; Kg♣.

Move 10♥ on Knv♠; Qn♠ to space; Knv♥ to space.

Take Kg♦; and all the remaining cards.

DIAGRAM XXXV.



DEPÔTS AND FOUNDATIONS.

The four FOUNDATIONS *are in the centre. The black are ascending; the red are descending.*

THE LITTLE SPIDER.

THE LITTLE SPIDER.

One Pack of fifty-two Cards.

To form two Ascending Sequences, following Suit, and two Descending Sequences, following Suit.

RULES.

Remove from the pack, two aces of the same colour, and two kings of the opposite colour, and place them on the foundations *(see* Diagram XXXV).

Shuffle an ace, of the opposite colour to the foundation aces, to the top of the pack.

Deal eight cards, one to each depôt, so as to surround the foundation cards *(see* Diagram XXXV). The top left-hand depôt should be first dealt to; and the other depôt cards must be dealt in order, say in a circle from left to right. The order, once settled, must be adhered to when again dealing to the depôts.

Having dealt these eight cards, take any cards from the top and bottom depôts, which are in ascending sequence, and in suit, with the ace foundations, or in descending sequence, and in suit, with the king foundations. Cards in the side depôts, are only available if they happen to be dealt next to the card on which they may be taken. For instance:—If the deal begins from the top left-hand depôt, and proceeds in a circle from left to right, and the seventh card dealt is the queen of hearts, it may be taken on the king *(see* Diagram XXXV); but if the queen of hearts is the third, fourth, or eighth card dealt, it may not be taken, as it is in a side depôt, and is not next to the king of hearts.

After taking any available cards, deal eight more cards, one to each depôt (or space) in the same order as that previously adopted; and then again take any available cards. The whole of the eight cards must be dealt before taking.

Continue to deal one card to each depôt (or space) at a time, in order, and then to take, until the stock is exhausted.

After the completion of the deal, a top depôt card,

which is available, may be taken from any depôt, including the side depôts. And,

Any top depôt card may be moved from one depôt to another, either in ascending or in descending sequence, and irrespective of suit. Aces are in sequence with kings, and kings with aces.

Cards may not be moved to spaces.

Only one deal is allowed.

EXAMPLE.

Remove Ace ♠; Ace ♣; Kg ♥; Kg ♦ from the pack, and place them on the foundations, in the order of suits shown in Diagram XXXV.

Arrange the stock as under:—

Ace ♥ (top card); 4 ♠; 5 ♠; Knv ♠; 2 ♣; 3 ♦; 9 ♣; 3 ♠; 6 ♠; 4 ♣; 3 ♣; 7 ♦; Qn ♣; Qn ♦; Knv ♦; Qn ♠; 6 ♦; Kg ♠; Knv ♥; 5 ♥; 9 ♦; 10 ♦; 7 ♥; 8 ♥; Qn ♥; Knv ♣; 8 ♦; 3 ♥; 10 ♠; 7 ♠; 2 ♥; 4 ♥; 10 ♣; 6 ♥; Ace ♦; 2 ♠; 5 ♣; 5 ♦; 6 ♣; 7 ♣; 8 ♠; 4 ♦; 2 ♦; Kg ♣; 9 ♠; 9 ♥; 10 ♥; 8 ♣ (bottom card).

Deal Ace ♥ (to top left-hand depôt); and to the other depôts in order, from left to right, 4 ♠; 5 ♠; Knv ♠; 2 ♣; 3 ♦; 9 ♣; 3 ♠ (*see* Diagram).

Take 2 ♣.

Deal to the depôts, beginning with the top left-hand depôt, and to the other depôts, and to the space, in order, from left to right, 6 ♠; 4 ♣; 3 ♣; 7 ♦; Qn ♣; Qn ♦; Knv ♦; Qn ♠.

Take 3 ♣; 4 ♣; Qn ♦.

Deal to the depôts, in order, as before, 6 ♦; Kg ♠; Knv ♥; 5 ♥; 9 ♦; 10 ♦; 7 ♥; 8 ♥.

There is no card available, so,

Deal again to the depôts, in order, Qn ♥; Knv ♣; 8 ♦; 3 ♥; 10 ♠; 7 ♠; 2 ♥; 4 ♥.

Take Qn ♥.

Deal to the depôts, 10 ♣; 6 ♥; Ace ♦; 2 ♠; 5 ♣; 5 ♦; 6 ♣; 7 ♣.

Take 5 ♣.

Deal to the depôts, 8 ♠; 4 ♦; 2 ♦; Kg ♣; 9 ♠; 9 ♥; 10 ♥; 8 ♣.

Diagram XXXV. shows the Example, with the deal completed.

SOLUTION.

Move 8 ♠ on 9 ♠; 9 ♥ on 10 ♣; 5 ♦ on 4 ♦; 7 ♠ on 8 ♠; 10 ♦ on 9 ♥; 2 ♦ on 3 ♦; Ace ♦ on 2 ♦; 8 ♦ on 7 ♠.

Take Knv ♥; 10 ♥; 6 ♣.

Move 2 ♥ on Ace ♦; 8 ♣ on 7 ♥.

Take 7 ♣; 8 ♣.

Move 4♥ on 5♠; 7♥ on 8♦.

Take Knv♦; 10♦; 9♥; 8♥; 7♥; 9♣; 10♣.

Move Kg♣ on Qn♠.

Take 2♠.

Move 3♥ on 2♥; 5♥ on 4♥; 7♦ on 6♦; 8♦ on 7♦; 7♠ on 8♦; 8♠ on 7♠; 9♠ on 8♠; 10♠ on Knv♠; 9♠ on 10♠; 8♠ on 9♠; 7♠ on 8♠.

Take 9♦; 8♦; 7♦; 6♦; 5♦; 4♦; 6♥; 5♥; 4♥; 3♥; 2♥; Knv♣; Qn♣; Kg♣.

Move Ace♦ on Kg♠; 2♦ on Ace♦.

Take 3♦; 2♦; Ace♦.

Move 6♠ on 7♠; Kg♠ on Ace♥; Qn♠ on Kg♠.

And,

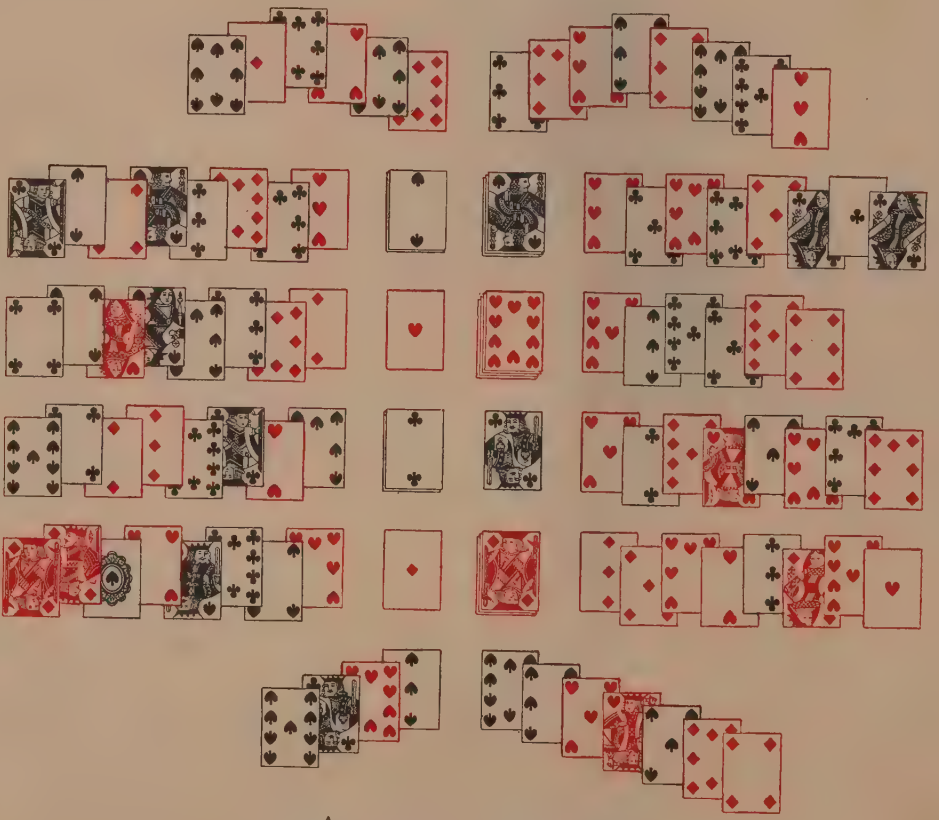
Take all the remaining cards.

HINTS.

Beyond the usual caution as to careful inspection before taking or moving, it behoves the player to be particular in the management of aces and kings, as cards may not be moved to spaces. Thus:—If, in the Example, ace of hearts is taken before moving king of spades on it, it is evident that the patience is blocked.

This patience is considerably in favour of the player. It may be made more difficult by taking the foundation cards as they appear during the deal, instead of removing them from the pack before dealing.

DIAGRAM XXXVI.



DEPÔTS AND FOUNDATIONS.

The FOUNDATIONS *are in the centre; the four to the left are ascending; the four to the right are descending.*

THE SPIDER.

THE SPIDER.

Two Packs of fifty-two Cards.

To form four Ascending and four Descending Sequences, following Suit.

RULES.

Remove the aces and kings from one pack, and place them on the foundations.

Shuffle remainder of the packs together, and deal twelve cards, one to each depôt, so as to surround the foundation cards *(see* Diagram XXXVI). The top left-hand depôt should be first dealt to; and the other depôt cards must be dealt in order, say round the foundations from left to right. The order, once settled, must be adhered to when again dealing to the depôts.

Having dealt these twelve cards, take any cards from the top and bottom depôts, which are in ascending sequence, and in suit, with the ace foundations, or in descending sequence, and in suit, with the king foundations. Cards in the side depôts, are only available if they happen to be dealt next to the card on which they may be taken, as explained in the case of The Little Spider.

After taking any available cards, deal twelve more cards, one to each depôt (or space), in the same order as that previously adopted; and then again take any available cards. The whole of the twelve cards must be dealt before taking.

Continue to deal one card to each depôt (or space) at a time, and then to take, until the stock is exhausted.

After the completion of the deal, any top depôt card, which is available, may be taken from any depôt, including the side depôts. And,

Any top depôt card may be moved from one depôt to another, either in ascending or in descending sequence, and in suit. Aces are in sequence with kings, and kings with aces.

When a space is left, by taking or moving all the cards from a depôt (after the completion of the deal), any top depôt ace or king may be moved to the space.

Two deals are allowed.

After the first deal, the depôt cards are to be taken up and united. The top left-hand depôt cards are to be taken up first; the packet next dealt to is to be taken up next, and is to be placed under the cards already taken up; and so on, all round, in the order of the deal. The stock thus formed is to be redealt to the depôts in order, as before, and without shuffling.

The second deal follows the same rules as the first.

EXAMPLE.

Remove the aces and kings from one pack, and place them on the foundations in the order of suits shown in Diagram XXXVI.

Arrange the stock as follows:—

10♦ (top card); 6♣; 6♥; 9♥; 5♥; 3♦; 10♠; 3♠; 7♥; 7♠; 2♦; 3♥; 8♠; 7♦; 5♣; 3♠; 2♣; 5♦; 6♠; 2♣; 4♠; 2♥; 8♦; 7♣; 4♥; 6♥; 8♥; 9♣; 9♦; 7♥; 5♥; 10♥; 10♣; Knv♣; 6♣; 10♦; 8♣; 6♠; 8♣; Qn♥; Knv♥; 2♥; Kg♥; 2♠; Kg♠; 10♣; 7♠; 3♣; Qn♦; 6♦; 5♦; 5♣; 5♠; 3♣; 5♠; Kg♣; 4♥; 3♦; Qn♠; Knv♠; Knv♦; 10♠; Qn♣; Knv♥; 8♥; Qn♦; 8♦; 10♥; Ace♠; 2♦; Qn♥; 4♦; Ace♦; 9♣; Ace♣; 9♦; 7♣; 9♥; Qn♠; Knv♠; Kg♦; 4♣; 4♠; 2♠; 8♠; 3♥; Qn♣; 6♦; 7♦; Ace♥; 4♦; 9♠; Knv♦; 9♠; 4♣; Knv♣ (bottom card).

Deal 10♦ (to top left-hand depôt); and to the other depôts in order, from left to right, 6♣; 6♥; 9♥; 5♥; 3♦; 10♠; 3♠; 7♥; 7♠; 2♦; 3♥ *(see* Diagram XXXVI).

There is no card available, so,

Deal again to the depôts, in order, beginning at the top left-hand depôt, 8♠; 7♦; 5♣; 3♠; 2♣; 5♦; 6♠; 2♣; 4♠; 2♥; 8♦; 7♣.

Take 2♣ (from bottom depôt).

Deal to the depôts, in order as before, 4♥; 6♥; 8♥; 9♣; 9♦; 7♥; 5♥; 10♥; 10♣; Knv♣; 6♣; 10♦.

No card can be taken, so,

Deal again, in order as before, 8♣; 6♠; 8♣; Qn♥; Knv♥; 2♥; Kg♥; 2♠; Kg♠; 10♣; 7♠; 3♣.

Take Qn♥; 2♠.

Deal in order, as before, Qn♦; 6♦; 5♦; 5♣; 5♠; 3♣; 5♠; Kg♣; 4♥; 3♦; Qn♠; Knv♠.

Take Qn♦.

Deal in order, as before, Knv♦; 10♠; Qn♣; Knv♥; 8♥; Qn♦; 8♦; 10♥; Ace♠; 2♦; Qn♥; 4♦.

Take Knv♦; Knv♥; 10♥.

Deal in order, as before, Ace♦; 9♣; Ace♣; 9♦; 7♣; 9♥; Qn♠; Knv♠; Kg♦; 4♣; 4♠; 2♠.

Take Q♠; K♠.

Deal to the depôts, in order as before, 8♠; 3♥; Q♣; 6♦; 7♦; A♥; 4♦; 9♠; K♦; 9♠; 4♣; K♣.

Diagram XXXVI. shows the Example with the deal completed as above.

As arranged, the patience can be won on the deal.

SOLUTION.

Move 8♠ on 9♠ (over 4♣); 9♠ (over K♣) on 8♠; Q♣ on K♣; K♣ on Q♣; A♣ on K♣ (depôt).

Take Q♣.

Move 6♦ on 7♦; 5♦ on 6♦; 4♦ on 5♦; 9♦ on 8♦; 5♣ on 4♣; 9♣ on 8♣.

Take 3♠; 9♥.

Move A♥ to space; 9♥ (over Q♦) on 10♥; K♦ (over K♦) on Q♦ (this move is compulsory, or the diamonds will be blocked); A♦ (over 8♣) on K♦; 8♣ on 9♣; 3♥ on 4♥; 9♣ on 8♣; 9♠ on 10♠ (do not take 10♠); 8♠ on 9♠ (over 10♠); 9♠ (over 4♣) on 8♠; 4♣ on 5♣.

Take 2♦; 3♦; 4♦; 5♦; 6♦ (do not take 7♦. The patience can be won if 7♦ is taken, but the solution is easier in the way given).

Move 10♣ on 9♣.

Take K♣; 10♣; 9♣ (do not take 8♣); 2♥; 3♥; 4♥.

Move 8♠ on 7♠; 9♠ on 8♠ (over 7♠); 8♠ on 9♠; 9♠ on 8♠.

Take 10♠; 9♠; 8♠.

Move 10♦ on 9♦; K♦ (over Q♦ in depôt) on 10♦; A♦ to space; K♦ on A♦; Q♦ on K♦; K♦ (over 10♦) on Q♦.

Take 10♦; 9♦; 8♦; 7♦ (descending); 6♦ (over 6♠); 3♣; 4♣; 5♣.

Move 8♣ on 7♣; 9♣ (over 8♣) on 8♣ (over 7♣).

Take 8♣ (over 8♥); 8♥.

Move 4♣ on 5♣ (over 6♥).

Take 4♠; 5♠ (do not take 6♠).

Move A♥ on 2♥; K♥ on Q♥; A♠ to space; 5♥ on 4♥ (over K♠ in depôt; do not take 5♥).

Take 6♠ (over 10♠).

Move 9♠ on 10♠; 8♠ (over 7♠ in depôt) on 9♠.

Take 7♠ (descending); 6♠ (over 6♥).

Move A♥ to space; 2♥ on A♥.

Take 7♥; 6♥; 5♥ (descending); 4♥ (over K♠); 5♦ (descending); 7♦; 6♣.

Move A♣ to space; K♣ on A♣; Q♣ on K♣; K♣ on Q♣; 2♠ on A♠.

Take 4♦; 3♦.

Move Kg♠ to space; 9♣ on 10♣; 8♣ (over 7♣) on 9♣.

Take 7♣ (ascending); 8♣ (over 9♣ in depôt); 9♣; 10♣; Knv♣; Qn♣; Kg♣.

Move 8♥ on 9♥.

Take 5♠ (descending); 4♠.

Move 7♥ on 8♥; Kg♥ to space; Qn♥ on Kg♥; Knv♥ on Qn♥; Qn♠ on Kg♠.

Take 7♠; 8♠; 9♠; 10♠; Knv♠; Qn♠; Kg♠.

Move 3♣ on 4♣; 10♦ on Knv♦; 9♦ on 10♦; 3♣ on 2♣; 4♣ on 3♣.

Take 7♣; 6♣; 5♣; 4♣; 3♣; 2♣; Ace♣; 8♦; 9♦; 10♦; Knv♦; Qn♦; Kg♦; 5♥ (ascending); 6♥; 7♥; 8♥; 9♥; 10♥; and all the remaining cards.

HINTS.

Before taking up the depôt cards after the first deal, it is often advisable to move sequence cards which are wanted to the depôt, which will be at the bottom of the stock (or near it) after the packets are united, so that, on the redeal these cards will be top cards, or near the top. A very careful player would also move a card or cards, from one depôt to another, so that cards which are wanted may be dealt to the top or bottom depôts. This, of course, necessitates accurate counting of where the cards will come, before taking up the packets.

With the best play, this patience is in favour of the player. Sometimes the foundation cards are taken as they appear during the deal, instead of being removed from the pack before dealing, This has the effect of making the patience more difficult. But, The Spider, as given in the text, requires quite sufficient exercise of thought to render it very interesting, without the introduction of further restrictions.

SPIDER PROBLEM.

End Hand. Second Deal. Patience to be won.

Arrange the depôts as below:—

(1). Kg♣ (bottom card); 8♦; Knv♦; 6♦; 4♣; 3♥ (top card). (2). Ace♣ (bottom card); 3♦; 10♠ (top card). (3). Ace♦ (bottom card); 4♥; 3♣; 10♥;

7♣; 8♠; 4♠ (top card). (4). QN♣ (bottom card); 10♣; 7♠; 2♥; 2♠ (top card). (5). 5♠ (bottom card); ACE♥; KNV♣; 5♦; 9♣; QN♥ (top card). (6). 6♣ (bottom card); QN♠; 8♣; 9♥; 9♦; 4♦ (top card). (7). 5♥ (bottom card); 2♦; KNV♥ (top card). (8). 8♦ (bottom card); 7♥; 8♥; 2♣ (top card). (9). 6♠ (bottom card); 9♣; 3♠; 6♥; ACE♠; KG♥ (top card). (10). 9♠ (bottom card); 10♦; 8♠; 5♣; KG♠ (top card). (11). 6♠ (bottom card); 5♦; KG♦; 7♦; 7♠; KNV♠ (top card). (12). 10♣ (bottom card); 6♦; QN♦; 8♣; 4♥; 7♦ (top card).

On the foundations:—

Ascending:—(1). ACE♦ to 4♦. (2). ACE♥ to 3♥. (3). ACE♠ to 5♠. (4). ACE♣ to 7♣.

Descending:—(1). KG♦ to 9♦. (2). KG♥ to 5♥. (3). KG♠ to 9♠. (4). KG♣ to KNV♣.

SOLUTION OF SPIDER PROBLEM.

Move 10♠ on KNV♠; 3♦ on 4♦ (depôt); ACE♣ on 2♣; KG♥ to space; QN♥ on KG♥; KNV♥ on QN♥; 2♦ on 3♦; ACE♠ on 2♠; 5♥ (depôt) on 6♥; KG♠ to space; ACE♠ on KG♠; 2♠ on ACE♠; 3♥ (depôt) on 2♥; 4♣ on 5♣; 7♦ on 6♦.

Take 4♥ (ascending); 5♥ (from depôt); 6♥.

Move 3♠ on 2♠; 4♠ on 3♠.

Take 8♠.

Move 7♣ (depôt) on 8♣ (do not take 8♣); 10♥ on KNV♥; 3♣ on 4♣.

Take 4♥; 3♥; 2♥.

Move ACE♦ on 2♦; ACE♣ to space; 2♣ on ACE♣; 3♣ on 2♣; 4♣ on 3♣; 5♣ on 4♣; 7♠ on 8♠ (depôt, not on 8♠ foundation).

Take 10♣; 9♣ (over 6♠); 6♠; 7♠ (ascending); 8♠ (from depôt).

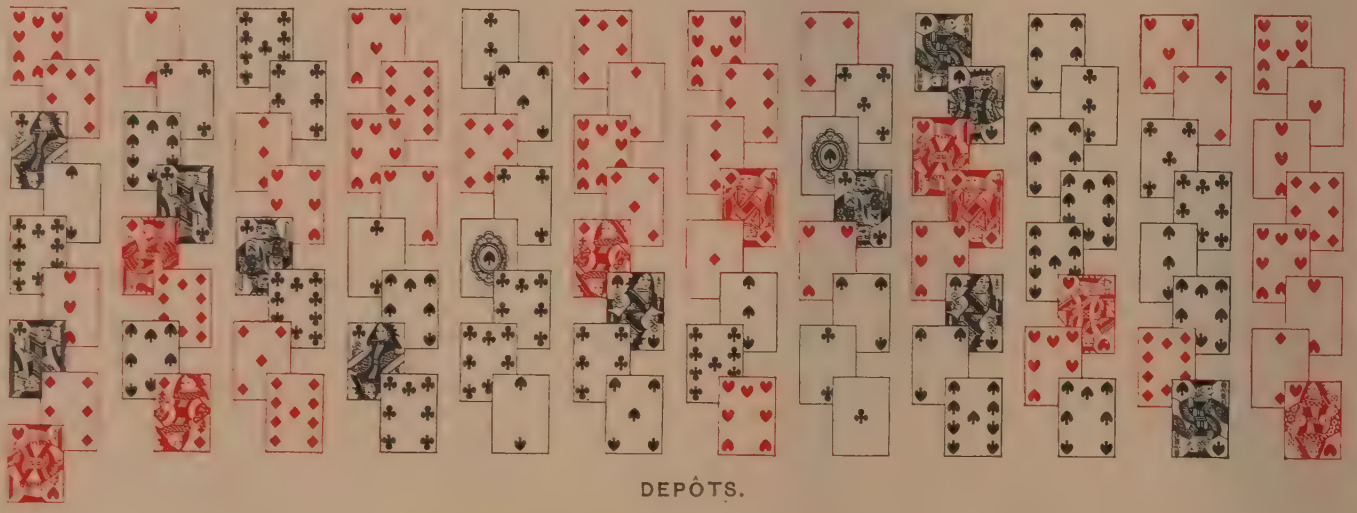
Move ACE♦ to space; 2♦ on ACE♦; 3♦ on 2♦; 4♦ (depôt) on 3♦; 9♦ (depôt) on 10♦; 8♥ on 9♥.

Take 7♥; 8♥; 9♥; 10♥; KNV♥; QN♥; KG♥; 8♣ (descending); 7♣ (depôt and descending); 8♣ (ascending); 9♣; 5♦.

Move 7♦ on 8♦.

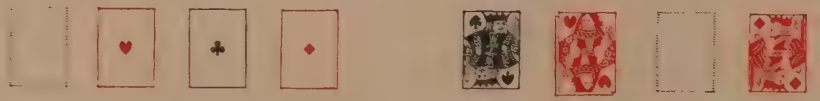
Take 6♦; 7♦; 8♦ (ascending); 9♦ (depôt); 10♦; KNV♦; QN♦; 8♦; 9♠ (ascending); 10♠; KNV♠; QN♠; 7♠; 7♦; 6♦; KG♦; 5♦; 10♣; KNV♣; QN♣; KG♣; ACE♥; and all the remaining cards.

DIAGRAM XXXVII.



DEPÔTS.

ASCENDING. DESCENDING.



FOUNDATIONS.

THE BATTALION.

THE BATTALION.

Two Packs of fifty-two Cards.

To form four Ascending Sequences and four Descending Sequences, following Suit.

RULES.

Deal twelve cards in a horizontal row, forming twelve depôts.

If any aces or kings, of different suits, appear among these twelve cards, they may be taken on foundations. The same with any cards in this row which are in ascending sequence, and in suit, with aces already taken, or in descending sequence, and in suit, with kings already taken.

If any cards are taken, fill the spaces from the stock; and similarly take any available cards, and fill again, until there are no available cards in the first row.

Then deal a second horizontal row. In this row, only the first and last cards (called *outside cards)* may be taken; intermediate cards may not be taken, even if otherwise available. If an outside card is taken, its place must be filled from the stock; if the outside card is again available, it may be taken as before, and its place filled.

Continue to deal rows of twelve cards each (subject to the rules with regard to the second row), until the stock is exhausted. The final row can, of course, only be dealt as far as the cards will go.

After the completion of the deal, any top depôt ace or king, of a sequence not already founded, may be taken on a foundation. And,

Any top depôt card, which is in ascending sequence, and in suit, with the top card of an ace foundation, or in descending sequence, and in suit, with the top card of a king foundation, may be taken.

A top depôt card may be moved either in ascending

or in descending sequence, and in suit, on any other top depôt card; aces are in sequence with kings, and kings with aces.

When a space is left, by taking or moving all the cards from a depôt, any ace or king, which is on the top of a depôt, may be moved to the space.

Two deals are allowed.

After the first deal, the perpendicular rows are to be taken up and united. The left-hand row is to be taken up first; the second row next, and is to be placed under the cards of the first; and so on, in order to the right-hand row, which is to be placed at the bottom. The stock thus formed is to be redealt horizontally, without shuffling.

The rules of the second deal are the same as those of the first.

EXAMPLE.

Deal the cards as shown by Diagram XXXVII.

During the deal, the player has taken, either from the first row dealt, or from outside cards, Ace ♥; Ace ♣; Ace ♦; Kg ♠; Kg ♥; Qn ♥; Kg ♦. The Diagram shows these cards on foundations.

As arranged, the patience can be won on the deal.

SOLUTION.

Take Qn ♦.

Knv ♥ might also be taken, and the patience won; but the play then becomes very complicated, and it is better, therefore, to

Move Qn ♥ (over 2 ♦) on Knv ♥; 9 ♠ on 8 ♠; 4 ♠ on 5 ♠.

Take Qn ♠; Knv ♠; 2 ♦; 2 ♥.

Move 7 ♥ on 8 ♥; 6 ♥ on 7 ♥; 10 ♦ on Knv ♦ (do not take Knv ♦); 9 ♦ on 10 ♦; 8 ♠ on 7 ♠; 2 ♠ on 3 ♠; 8 ♣ on 7 ♣ (over Qn ♣); 7 ♣ (over Ace ♠) on 8 ♣.

Take Ace ♠; 2 ♠; 3 ♠; 4 ♠; 5 ♠.

Move 7 ♣ on 6 ♣; 8 ♣ (over 7 ♣) on 7 ♣ (over 6 ♣); 7 ♣ on 8 ♣ (over 7 ♣); 8 ♣ (over 5 ♣) on 7 ♣; 5 ♣ on 4 ♣; 5 ♦ on 4 ♦; 10 ♣ on 9 ♣.

Take Kg ♣; Qn ♣.

Move 8 ♠ (over 7 ♠) on 7 ♠ (over 2 ♣); 9 ♠ on 8 ♠ (over 7 ♠); 8 ♠ (over 10 ♦) on 9 ♠; 7 ♠ on 8 ♠; 7 ♥ on 6 ♥ (over 7 ♥); 6 ♥ (over 3 ♦) on 7 ♥.

Take 3 ♦.

Move 5♣ on 6♣; 4♣ on 5♣; 9♦ on 8♦; 10♦ (over KNV♦) on 9♦.

Take KNV♦; 10♦ (over KG♦).

Move QN♥ (over KNV♥) on KNV♥ (over KG♠); KG♥ on QN♥ (over KNV♥).

Take KNV♥.

Move 5♦ on 6♦.

Take 4♦; 5♦; 6♦; KNV♣; 3♥.

Move 5♥ on 6♥; KG♦ to space; KNV♣ (over 10♠) on 10♣; 9♠ on 10♠ (over 4♣).

Take 10♠ (descending); 6♠ (ascending); 7♠; 8♠; 9♠ (over 10♠, ascending); 10♠ (from depôt); 9♠ (descending); 8♠; 7♠; 2♣; 3♣; 4♣ (over 5♣); 5♣; 6♣.

Move 8♣ on 9♣.

Take 7♣; 8♣ (over 9♣); 9♣; 10♣ (ascending); KNV♣ (over 10♣, ascending); 10♣ (descending); 9♣; 8♣; 7♣; 6♣; 6♠.

Move KG♥ to space; QN♥ on KG♥; KNV♥ (over KG♠) on QN♥; KG♠ to space.

Take KNV♠; QN♠; KG♠; 4♥; 5♥; 6♥; 7♥; 8♥; 9♦.

Move ACE♣ to space; 2♣ on ACE♣; 3♠ on 2♠; 4♠ on 3♠; ACE♦ to space; 10♦ on KNV♦; 9♦ (over 8♦) on 10♦; 8♦ on 9♦ (depôt).

Take 5♠; 4♠; 3♠; 2♠; QN♣; 7♦; 8♦ (ascending); 9♦ (from depôt); 10♦; KNV♦; QN♦; KG♦; 10♥.

Move 6♥ on 5♥; 7♥ on 6♥; 8♥ (over 8♦) on 7♥; 4♣ on 3♣.

Take 8♦.

Move 3♥ on 2♥; ACE♥ to space.

Take 9♥ (descending); 8♥ (from depôt); 7♥; 6♥; 5♥; 4♥; 3♥; 2♥; ACE♥; KG♣; ACE♠; 5♣; 4♣; 3♣; 2♣; ACE♣.

Move 5♦ on 4♦; 10♥ on KNV♥; 2♦ on ACE♦; 3♦ on 2♦.

Take all the remaining diamonds and hearts.

HINTS.

Before taking up the perpendicular rows after the deal, consider where the cards will come when redealt, and move accordingly to the right-hand or to the left-hand depôts (or near the right-hand depôt), as advised in the hints to The Spider. Also sometimes, by accurate counting, and consequent moving, cards which are wanted may be so situated as to become outside cards on the redeal.

With judicious play, this patience is in favour of the player.

VARIATION.

Sometimes The Battalion is played by dealing fifteen cards in each row. The first ace or king that appears is to be dealt to a foundation; but no other card is to be taken during the deal. The last row dealt will only contain thirteen cards; these are to be dealt beginning with the second depôt, and ending with the last but one.

The rules as to taking and moving are the same as for The Battalion, except that, when a space is left, any top depôt card may be moved to the space, without regard to its rank.

Only one deal is allowed.

This variation is much easier than when twelve rows are dealt, and two deals allowed.

EXAMPLE OF VARIATION.

Remove Ace ♦ from the pack, and place it on a foundation.

Deal, in horizontal rows of fifteen cards, as below:—

(1). Qn♥; Ace♠; 2♥; 4♥; 3♥; Qn♠; 7♥; 7♥; Ace♣; Knv♦; Kg♣; 2♦; 10♥; 5♥; 8♥ (bottom row).

(2). 10♠; Kg♠; 2♠; 8♠; 10♣; 6♦; 4♥; Knv♠; 4♣; Qn♠; 5♦; 6♦; Qn♣; 10♦; 9♦.

(3). 4♣; 8♥; 4♦; Kg♥; 7♠; 6♠; 9♣; Qn♦; 7♣; 5♣; 5♥; Knv♦; 8♣; 2♠; 3♣.

(4). 2♣; 5♦; 7♦; Ace♦; 8♣; 3♥; 3♠; 9♣; 2♥; 10♣; 3♣; 7♣; Kg♦; Qn♣; 6♥.

(5). 3♦; 9♥; 7♦; 8♦; 6♣; 2♦; Knv♥; 6♥; Ace♥; 2♣; 8♦; 3♦; 10♥; Kg♣; 9♦.

(6). 4♠; 7♠; 10♦; Knv♠; 5♠; 6♣; 9♥; Kg♥; 9♠; Knv♥; Kg♦; 10♠; Knv♣; Kg♠; Ace♣.

(7). 5♠; 4♠; 9♠; Qn♦; Ace♠; Knv♣; 4♦; 3♠; Ace♥; 6♠; 5♣; Qn♥; 8♠ (top row, of thirteen cards. The five of spades is to be dealt overlapping the seven of spades, in row six; and the row ends with eight of spades over king of spades).

SOLUTION.

Move 8 ♠ on 9 ♠.

Take Kg ♠; Kg ♣; Qn ♣; Ace ♠; 2 ♠; 3 ♠; 4 ♠ (over 3 ♦); 5 ♠; 6 ♠; 7 ♠; 8 ♠; 9 ♠ (over Ace ♥); Ace ♥ (over 2 ♥); 2 ♥; Kg ♦; Qn ♦.

Move 5 ♠ on 4 ♠; 7 ♣ on 6 ♣ (over 8 ♣); 6 ♣ (over 2 ♦) on 7 ♣; 5 ♣ on 6 ♣; 4 ♣ on 5 ♣.

Take 2 ♦; 3 ♦; 4 ♦; Ace ♣ (in depôt by itself); 2 ♣; 3 ♥; Kg ♥; Qn ♥; Knv ♣ (over 10 ♥).

Move 6 ♠ on 5 ♠; 6 ♦ to space.

Take Qn ♠.

Move 9 ♠ (over Knv ♠) to space.

Take Knv ♠; 10 ♠ (descending); 9 ♠ (from depôt).

Move Ace ♥ to space.

Take Knv ♥; 10 ♥; 9 ♥; 5 ♦; 6 ♦; 8 ♥.

Move Ace ♣ to space; 2 ♣ (over 10 ♣) on Ace ♣.

Take 10 ♣.

Move 5 ♣ on 4 ♣ (over 10 ♠); Qn ♠ on Kg ♠.

Take Knv ♦; 10 ♦; 9 ♦; 8 ♦ (over Ace ♦).

Move Ace ♦ to space; Kg ♥ on Ace ♥.

Take 8 ♠ (descending); 4 ♥; 5 ♥; 6 ♥ (over 9 ♣); 9 ♣.

Move Kg ♦ to space; Qn ♦ on Kg ♦; Knv ♠ on Qn ♠; 3 ♦ to space.

Take 7 ♥ (descending); 6 ♥ (from depôt); 3 ♣; 4 ♣; 5 ♣ (over 6 ♣); 6 ♣; 7 ♣ (over 6 ♣); 8 ♣ (descending); 7 ♣ (from depôt); 6 ♣; 5 ♣; 4 ♣; 8 ♣ (ascending); 10 ♠; Knv ♠; Qn ♠; Kg ♠; 7 ♠; 6 ♠; 5 ♠; 4 ♠.

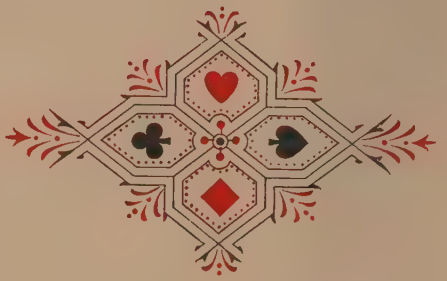
Move 10 ♦ to space.

Take 7 ♦ (ascending); 8 ♦ (from depôt); 9 ♦; 10 ♦; Knv ♦; Qn ♦; Kg ♦; 7 ♦; 6 ♦; 3 ♣; 2 ♣; Ace ♣; 5 ♥ (descending); 5 ♦; 4 ♦; 3 ♦; 2 ♦; Ace ♦. And,

With six spaces at command, the patience can be easily won.

III.

TRICK AND PUZZLE PATIENCES



THE QUADRUPLE ALLIANCE.

One Pack of fifty-two Cards.

RULES.

Deal ace, two, three, four (irrespective of suit) in a horizontal row.

Then deal, two, four, six, eight (irrespective of suit), in another horizontal row, forming four foundations, as shown by the Diagram.

Deal from the stock on the foundations, cards which equal the sum of the pips in any perpendicular line, irrespective of suit. Thus:—A three may be dealt on the two of spades, a six on the four of hearts; and so on. Knave counts eleven; queen, twelve; king, thirteen. A queen may, therefore, be dealt on the eight of diamonds. The cards should be dealt so as completely to cover the ones beneath.

Continue to sum the pips in any perpendicular line, and to deal on it accordingly. For example:—A six having been dealt on the four of hearts, the sum of the pips in that perpendicular line is eight, and an eight is to be next dealt on the six. When the sum of the pips exceeds thirteen, subtract thirteen. For instance:—A queen having been dealt on the eight of diamonds, the sum of the pips is $(12+4)=16$. Subtract thirteen, and deal a three on the queen. The sum of that line will then be seven, and a seven has to be dealt on the three.

When the sum of the pips equals thirteen exactly, a king is to be dealt, and no more cards are to be dealt on that packet.

Top cards of the stock, which are not available, are to be dealt to a rubbish-heap.

When any card in the rubbish-heap becomes available, it may be taken. There is no fixed rule about taking cards from the rubbish-heap. Some players only take the top card; some take any card.

EXAMPLE.

Deal Ace ♠; 2 ♥; 3 ♣; 4 ♦; 2 ♠; 4 ♥; 6 ♣; 8 ♦ in two rows (*see* Diagram, p. 197).

Arrange the stock as follows:—

7 ♣ (top card); 9 ♦; Ace ♥; Qn ♠; 3 ♠; 5 ♣; 2 ♣; Qn ♥; 4 ♣; 6 ♦; 3 ♥; Knv ♦; 10 ♠; 8 ♠; 5 ♥; 5 ♦; 7 ♦; 8 ♥; Qn ♣; 9 ♥; 6 ♥; Ace ♦; Knv ♥; Knv ♠; 8 ♣; 3 ♦; 7 ♥; Ace ♣; Kg ♦; 10 ♦; 2 ♦; 5 ♠; 4 ♠; 6 ♠; 10 ♣; 7 ♠; 9 ♠; Knv ♣; Kg ♠; Qn ♦; Kg ♣; 9 ♣; Kg ♥; 10 ♥ (bottom card).

THE DEAL IN.

Deal 7 ♣ to rubbish-heap; 9 ♦ on 6 ♣; Ace ♥ on 7 ♣; Qn ♠ on 8 ♦; 3 ♠ on Qn ♠; 5 ♣ on Ace ♥; 2 ♣ on 5 ♣; Qn ♥ on 9 ♦.

Take 2 ♣ (from rubbish-heap) on Qn ♥; 5 ♣ on 2 ♣; 7 ♣ (under Ace ♥ in rubbish-heap) on 3 ♠.

Deal 4 ♣ on Ace ♥; 6 ♦ on 4 ♥; 3 ♥ on 2 ♠; Knv ♦ on 7 ♣.

Take 4 ♣ on 3 ♥.

Deal 10 ♠ on Ace ♥; 8 ♠ on 6 ♦; 5 ♥ on 4 ♣.

Take 10 ♠ on 8 ♠.

Deal 5 ♦ on Ace ♥; 7 ♦ on 5 ♦; 8 ♥ on 5 ♣; Qn ♣ on 10 ♠; 9 ♥ on 7 ♦; 6 ♥ on 5 ♥; Ace ♦ on Qn ♣; Knv ♥ on 8 ♥.

Take 7 ♦ (under 9 ♥ in rubbish-heap) on 6 ♥; Ace ♥ (bottom card of rubbish-heap) on Knv ♥.

Deal Knv ♠ on 9 ♥ (rubbish-heap); 8 ♣ on 7 ♦; 3 ♦ on Ace ♦.

Take 9 ♥ (under Knv ♠ in rubbish-heap) on 8 ♣; 5 ♦ (from rubbish-heap) on 3 ♦.

Deal 7 ♥ on 5 ♦; Ace ♣ on Knv ♠; Kg ♦ on Ace ♣; 10 ♦ on 9 ♥; 2 ♦ on Knv ♦; 5 ♠ on Kg ♦; 4 ♠ on Ace ♥; 6 ♠ on 2 ♦; 10 ♣ on 6 ♠; 7 ♠ on 4 ♠; 9 ♠ on 7 ♥; Knv ♣ on 9 ♠; Kg ♠ on Knv ♣.

Take Ace ♣ (under Kg ♦ in rubbish-heap) on 10 ♣; Knv ♠ (from rubbish-heap) on 10 ♦; 5 ♠ on Ace ♣.

Deal Qn ♦ on Knv ♠; Kg ♣ on Qn ♦; 9 ♣ on 5 ♠; Kg ♥ on 9 ♣; 10 ♥ on 7 ♠; Kg ♦ on 10 ♥.

Having dealt the stock once, if any cards remain in the rubbish-heap, shuffle them, and deal them again; and so on until all are arranged.

TAKING UP THE PACKETS.

When no cards remain in the stock, nor in the rubbish-heap, place each foundation on the card beyond it in the same perpendicular line, without disturbing the order of the cards. Thus:—Place the left-hand foundation on the ace of spades; the next on the two of hearts; the last but one on the three of clubs; and the right-hand foundation on the four of diamonds.

Then place the right-hand packet (including the four of diamonds), on the last but one; these two packets together on the next; and the three packets together on the left-hand packet. Lastly, take up the whole of the cards, in one pack, turn the pack face downwards, and proceed to deal out, as explained below.

THE DEAL OUT.

Deal thirteen cards from the top of the pack, face downwards, in a horizontal row.

Deal the next thirteen cards, face downwards, on those already dealt; but miss one card each time, *i.e.*, deal the top card on the second of the thirteen first dealt; the next card on the fourth; and so on, dealing on the sixth, eighth, tenth, twelfth, first, third, fifth, seventh, ninth, eleventh, and thirteenth cards, in order.

Each packet will now contain two cards.

Deal the next thirteen cards on the packets already dealt, but now miss two packets each time, *i.e.*, deal on the third, sixth, ninth, twelfth, second, fifth, eighth, eleventh, first, fourth, seventh, tenth, and thirteenth packets, in order.

Similarly, deal the remaining cards, missing three packets each time, *i.e.*, deal the top card on the fourth packet, the next card on the eighth, the next on the twelfth, the next on the third; and so on.

If the packets are now turned face upwards, each will be found to contain four cards of the same rank.

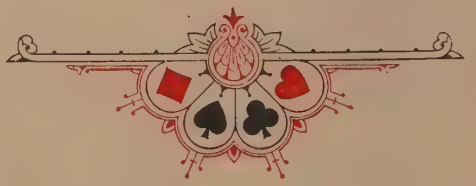
HINTS.

If shown as a trick-patience, explain while dealing that the pips in each perpendicular line are added together, but do not say why. This explanation should not be given with regard to the left-hand

foundation, as attention would then be drawn to the fact that the cards on that foundation come in their natural sequence order. It should be especially given, or half-given, when a picture card has to be dealt, or when thirteen is exceeded, as attention can then be diverted from the main issue, by remarks on the counting values of the pictures, and on the subtraction of thirteen.

It is also advisable not to complete the arrangement of the foundations on the first deal, but to let some cards remain in the rubbish-heap, and to have a second deal.

Having finished the dealing of thirteen packets of four cards each, ask someone what number he prefers. If he says, for example, "Seven," turn up the seventh packet, containing four sevens. The result will be quite unexpected, except by those who are well versed in arithmetical tricks.

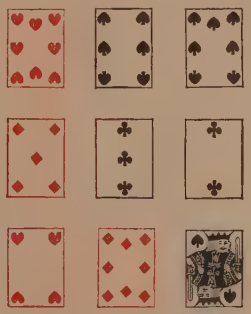


THE COMPLEMENTARY CARD.

One Pack of fifty-two Cards.

RULES.

Deal any nine cards, face upwards, forming nine foundations, of three in a row, as shown by the Diagram :—



If the sum of the pips on any two foundations is equal to eleven, deal again on those two cards. Thus :—If a seven and a four appear on the foundations, deal a card face upwards on the seven, and another on the four. Also, if king, queen, and knave are dealt, deal again on each card of the tierce.

If no two foundation cards make eleven, or if there is no tierce to a king, take up the dealt cards, shuffle, and deal again.

Continue to deal on top two foundation cards which sum eleven; or on three which form a tierce to a king. If the patience becomes blocked, take up the cards, shuffle, and deal again.

If the patience does not become blocked, it will end in one of two ways. Either the whole of the stock will be exhausted, and there will be a tierce to a king on the tops of three foundations, and the other top cards will all make elevens (*e.g.*, the top cards might be king, queen, knave; ace, 10; 9, 2; 7, 4); or there will be one card undealt, and all the top cards but one will make elevens (*e.g.*, the top cards might be ace, 10; 8, 3; 7, 4; 6, 5; and a seven unmatched). The undealt card will be the complement of eleven of the unmatched card; in the above case, a four. Possibly the top cards may consist of two tierces to a king, and three other cards. Two of these will make eleven,

and there will be an unmatched card, and an undealt card, which together will make eleven.

An objection to this patience is, that it often gets blocked. To avoid blocking, deal to a rubbish-heap when the top card of the stock (if dealt to a foundation) will leave neither a combination of eleven, nor a tierce to a king. And,

Take the top card of the rubbish-heap on a foundation, when it is seen that it can be made available for a subsequent eleven or tierce combination.

EXAMPLE.

Arrange the cards as follows:—

8♥ (top card); 6♠; 7♠; 5♦; Kg♣; 6♦; 3♣; 7♣; 10♠; 2♣; 4♥; 10♣; Qn♦; 8♦; Kg♠; 3♥; 3♠; Kg♥; Knv♦; 10♦; Qn♣; 2♦; 8♠; Kg♦; 5♥; 5♣; Ace♣; Knv♠; 10♥; 8♣; 9♦; 2♥; 4♦; 3♦; 6♥; Ace♦; 9♣; Knv♥; 9♠; Qn♥; Qn♠; 4♠; Knv♣; Ace♠; 4♣; 2♠; 7♥; Ace♥; 5♠; 9♥; 7♦; 6♣ (bottom card).

THE DEAL.

Deal to the foundations, 8♥; 6♠; 7♠; 5♦.

As there is now an eleven on the foundations,

Deal Kg♣ on 6♠; 6♦ on 5♦; 3♣ to foundation; 7♣ on 8♥; 10♠ on 3♣; 2♣ to foundation; 4♥ to foundation; 10♣ on 7♣; Qn♦ on 4♥; 8♦ to foundation.

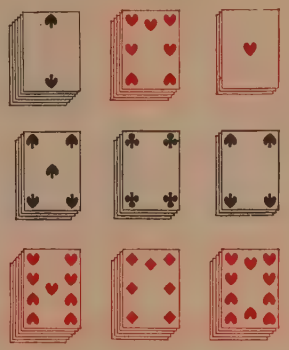
Now, if Kg♠ (the top card of the stock) is dealt to foundation, the patience is blocked. So,

Deal Kg♠ to rubbish-heap; 3♥ to foundation; 3♠ on 8♦; Kg♥ (from stock) on Kg♠ (rubbish-heap); Knv♦ on 3♥; 10♦ on Kg♣ (foundation); Qn♣ on Qn♦; 2♦ to rubbish-heap; 8♠ on Knv♦; Kg♦ on 3♠; 5♥ on 8♠; 5♣ on 6♦; Ace♣ on 5♥; Knv♠ on 10♣; 10♥ on Ace♣; 8♣ on Knv♠; 9♦ on Qn♣; 2♥ on Kg♦; 4♦ on 2♣; 3♦ on 9♦; 6♥ on 8♣; Ace♦ on 3♦; 9♣ on 6♥; Knv♥ on 5♣; 9♠ on 10♦; Qn♥ on Ace♦; Qn♠ on 7♠; 4♠ on 4♦; Knv♣ on 9♣; Ace♠ on 2♥.

Take 2♦ (from rubbish-heap) on 10♠; Kg♥ on Ace♠; Kg♠ on 9♠.

Deal 4♣ on 2♦; 2♠ on Knv♣; 7♥ on Kg♠; Ace♥ on Qn♠; 5♠ on Knv♥; 9♥ on Qn♥; 7♦ on Kg♥.

The foundations will now appear as under:—



The top cards sum $(10+1)=11$; $(9+2)=11$; $(7+4)=11$; $(7+4)=11$; and there is a five unmatched.

The undealt card is consequently a six $(5+6)=11$.

When there are two cards in the stock, some players name their rank, instead of dealing them. The undealt cards will, of course, be the complements of eleven of unmatched foundations, or of an incomplete tierce to a king. If all the foundations are matched, the two undealt cards will together make eleven. In that case, if either of them is seen, the rank of the other will be known.

HINTS.

If shown as a trick-patience, let some one privately remove a card from the pack. The rank of the unseen card can always be told, on the completion of the deal.

If a picture card is removed, there will be two pictures (which want one card of a tierce to a king) on the tops of the foundations; and the unseen card will be the complement of that tierce.

If not a picture card, the rank of the unseen card will be the complement which is wanting of eleven, when the stock is exhausted.

If there is one card remaining in the stock, that card (unless a picture), must be reckoned in the elevens. Thus:—Say the top foundation cards, which match, are king, queen, knave; 9, 2; 7, 4; the other top cards are 9, 4; and, there is a two undealt. The two matches the nine; the card removed from the pack is a seven $(4+7)=11$.

In the Example, suppose the six of clubs removed, and it will be seen that the unmatched card is a five.

When showing as a trick-patience, it is not advisable to count the elevens aloud.

If the criticism is made that the player has seen every card but one, and that therefore he can tell

which card is missing, let the critic try the patience himself. Unless he has a phenominal memory, he will not be able to tell the rank of the card which has been removed.

VARIATION.

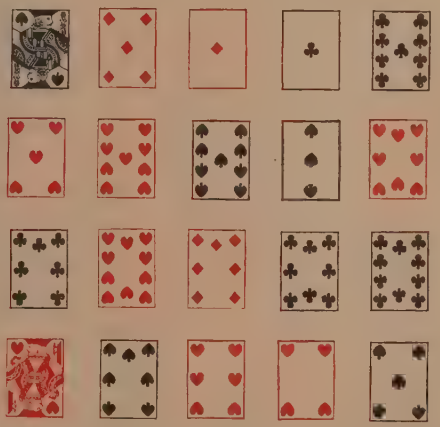
The Complementary Card may be played with two packs, shuffled together, allowing twelve foundations. If so played, dealing quickly, it will be next to impossible for anyone to tell the rank of a missing card, from memory.

THE TWO COMPLEMENTARY CARDS.

One Pack of fifty-two Cards.

RULES.

Deal twenty cards, face upwards, forming twenty depôts, say, as shown by the Diagram:—



If the sum of the pips of any two foundation cards in a perpendicular or in a horizontal row is equal to fourteen, deal again on those two cards. King counts thirteen; queen, twelve; knave, eleven.

If there is no fourteen in any row, either shift some of the cards so as to make fourteens, or deal again.

Continue to deal on top foundation cards in one line, which make fourteen, until the stock is exhausted. All the top cards will then make fourteens, but the fourteens will not necessarily all be in line.

When dealing, choose top foundation cards which will leave another fourteen. Thus:—If the first twenty cards are dealt as shown by the Diagram, and there is an eight on the top of the stock, deal it on the five of spades (the next card on the nine of clubs), so as to leave a fourteen (six and eight) in the lowest row.

EXAMPLE.

Deal to the foundations the cards shown in the Diagram, and arrange the stock as follows:—

8♦ (top card); 2♣; Kg♣; Knv♣; Qn♥; 7♥; 4♠; 10♦; 2♠; 6♦; Qn♣; 4♣; Knv♦; 5♣; 4♦; Qn♦; 6♣; 2♥; 10♠; Ace♥; 3♣; Qn♠; 9♦; 3♦; Kg♠; Kg♥; 3♥; Ace♠; Kg♦; 6♠; 8♠; 2♦ (bottom card).

THE DEAL.

Deal 8♦ on 5♠; 2♣ on 9♣; Kg♣ on 9♠; Knv♣ on 5♥; Qn♥ on 5♦; 7♥ on 9♥; 4♠ on Knv♣; 10♦ on 3♠; 2♠ on 6♥; 6♦ on 8♦; Qn♣ on Ace♦; 4♣ on Kg♣; Knv♦ on 7♦; 5♣ on 7♣; 4♦ on Qn♥; Qn♦ on 2♣; 6♣ on 4♣; 2♥ on 10♦; 10♠ on Qn♣; Ace♥ on 2♠; 3♣ on 7♠; Qn♠ on 7♥; 9♦ on Knv♥; 3♦ on 3♣; Kg♠ on 4♦; Kg♥ on 10♠; 3♥ on Kg♥; Ace♠ on Ace♣; Kg♦ on Knv♠; 6♠ on 3♥; 8♠ on 8♥; 2♦ on 6♦.

The foundations will now appear as shown by the annexed Diagram.

The top cards sum, (6+8)=14; (6+8)=14; (5+9)=14; (4+10)=14; (4+10)=14; (3+11 [Knv])=14; (2+12 [Qn])=14; (2+12 [Qn])=14; (1+13 [Kg])=14; (1+13 [Kg])=14.

HINTS.

If shown as a trick-patience, let some one privately remove two cards from the pack. The rank of the unseen cards can always be told on the completion of the deal, unless the sum of their pips happens to be equal to fourteen; then, on turning up one of them, the rank of the other can be told.

The rank of the unseen cards will, of course, be the complement of fourteen of unmatched top foundation cards. Thus:—In the Example, suppose eight of spades and two of diamonds were removed, the foundations would have a six and a queen unmatched. Consequently the unseen cards are a two and an eight (12+2)=14; and (6+8)=14.

THE ALTERNATE SEQUENCE.

One Sequence of thirteen Cards, irrespective of Suit.

RULES.

Hold the thirteen cards face downwards.

Move the top card to the bottom, turn up the next card, place it on the table, and, if an ace, say "Ace."

Again move the top card to the bottom, turn up the next card, and say "Two."

Continue to move and turn alternately, until the whole sequence is exposed, in its natural order. Of course, when only one card remains in hand, no card can be moved from the top; so, the last card (which should be a king) is to be turned up without moving.

ARRANGEMENT.

Arrange the cards thus:—

Seven; ace; queen; two; eight; three; knave; four; nine; five; king; six; ten.

Hold the cards face downwards, with the seven at the top.

HINT.

When showing as a trick-patience, the value of each card should be announced after moving, and *before turning up.*

THE SPELLING SEQUENCE.

One Sequence of thirteen Cards, irrespective of Suit.

RULES.

Hold the cards face downwards, and spell the name of each card, and, when giving out each letter, move one card from the top to the bottom.

Thus:—"A" (move one card); "C" (move one card); "E" (move one card). Say "Ace," and turn up the next card. "T" (move one card); "W" (move one card); "O" (move one card). Say "Two," and turn up the next card; and so on.

ARRANGEMENT.

Arrange the cards thus:—

Three; eight; seven; ace; king; six; four; two; queen; knave; ten; nine; five.

Hold the cards face downwards, with the three at the top.

THE FRENCH SPELLING SEQUENCE.

Arrange the cards thus:—

Trois; dame; as; cinq; sept; roi; valet; deux; six; quatre; dix; neuf; huit.

Hold the cards face downwards, with the trois at the top.

THE OHIO CUT.

One Pack of fifty-two Cards.

RULES.

This patience is played in the same way as The Alternate Sequence, only a pack of fifty-two cards is used, and the cards are to come in suits and sequences, when moved and turned alternately.

ARRANGEMENT.

Arrange the pack as under:—

7♠; Ace♥; Ace♣; 2♥; Ace♠; 3♥; 2♣; 4♥; Qn♠; 5♥; 3♣; 6♥; 2♠; 7♥; 4♣; 8♥; 8♠; 9♥; 5♣; 10♥; 3♠; Knv♥ 6♣; Qn♥; Knv♠; Kg♥; 7♣; Ace♦; 4♠; 2♦; 8♣; 3♦; 9♠; 4♦; 9♣; 5♦; 5♠; 6♦; 10♣; 7♦; Kg♠; 8♦; Knv♣; 9♦; 6♠; 10♦; Qn♣; Knv♦; 10♠; Qn♦; Kg♣; Kg♦.

Hold the pack face downwards, with the seven of spades at the top, and move and turn as in The Alternate Sequence.

THE PIQUET POINT.

Two Sequences of eight Cards each (from a Piquet Pack), each Sequence in Suit.

RULES.

Place the sixteen cards in a horizontal row.

Move any card over two cards, either to the right or to the left, and place it on the third card.

Repeat this eight times, bearing in mind that only a card in a depôt by itself may be moved; that two cards are to be moved over each time; and that whether the cards are side by side or one on top of the other, they count as two cards. No packet is to contain more than two cards.

After the eighth move, two complete piquet suits are to appear in sequence.

ARRANGEMENT.

Arrange the cards as follows:—

Referring to the figures over the cards in the Diagram:—

Move 4 on 7; 6 on 2; 8 on 5; 1 on 3; 13 on 10; 11 on 15; 9 on 12; 16 on 14.

HINT.

If shown as a trick-patience, turn the cards face downwards before moving.

PIPS.

One Pack of fifty-two Cards

RULES.

Let any one privately choose a card (not a picture-card).

He is to place this card face upwards on the table, and is to deal on it, so as to complete an ascending sequence to the king, irrespective of suit. Thus:—If a nine is chosen, he is to deal ten, knave, queen, king on it.

He is then to turn the packet face downwards, so that the chosen card will be face downwards, and on the top.

He is then to choose another non-picture card, and is to complete an ascending sequence on it, and is to turn the packet over, as before.

He is then to separate, from the stock, any thirteen cards he pleases, and is to place them on one side, away from the sequence packets already dealt.

Lastly, he is to hand the remainder of the stock to the performer.

The performer, having examined the cards handed to him, is to tell the aggregate number of pips of the chosen cards, on the top of the turned packets.

The performer merely counts the cards handed to him, and mentally subtracts eleven. The remainder will be equal to the number of pips.

EXAMPLE.

A ten is first chosen.

Knave, queen, king are dealt on it, and the packet is turned.

A seven is next chosen.

Eight, nine, ten, knave, queen, king are dealt on it, and the packet is turned.

Thirteen cards are then put aside; and the remainder of the stock, containing twenty-eight cards, is handed to the performer $(4+7+13+28)=52$.

The performer subtracts eleven from twenty-eight, and announces that the pips on the chosen cards amount to seventeen $(28-11)=17$.

HINTS.

Completing the ascending sequences, and separating thirteen cards, are only blinds, to conceal the secret of the trick. It is obvious that any cards may be dealt on those chosen, if the dealer counts up to thirteen, and deals one card for each number, beginning with the card chosen.

Also, it does not matter whether any cards are separated or not. If none are separated, the performer has to subtract twenty-four instead of eleven $(11+13)=24$.

The easiest way of telling the aggregate is to count off eleven cards, and then to count the remainder.

VARIATION.

The aggregate pips on three chosen cards may be similarly told.

In this case, the performer must add three to the cards handed. Thus:—Six, four, and nine are chosen. Sixteen cards will be handed. The aggregate pips on the chosen cards is nineteen $(16+3)=19$.

If three aces are chosen no cards will be handed $(0+3)=3$.

THE MYSTERIOUS DEAL.

One Pack of fifty-two Cards.

RULES.

The dealer selects any card, and deals on it any cards up to twelve, dealing one card for each number counted. Thus:—If the first card is a nine, he deals one card on it and counts "Ten"; another card, and counts "Eleven"; and a third card, and counts "Twelve."

He then turns the packet over, so as to bring the nine to the top, and deals again to the next card, and so on.

A picture card counts ten, and is to have two cards dealt on it.

The dealer is to continue to form separate packets, counting up to twelve for each packet, until he has not enough cards left to make the count.

He is then to hand the cards over (if any) to the performer.

The performer is now to tell the aggregate number of pips on all the top cards of the packets, picture cards counting ten each. He observes how many packets have been dealt, and mentally subtracts four. He multiplies the number of the remaining packets by thirteen, and adds to the product the number of cards handed to him. The total will be equal to the number of pips.

EXAMPLE.

Say the first card is a three.

Nine cards are dealt on it.

The next card is an eight.

Four cards are dealt on it.

The next card is a knave, which counts ten; and two cards are dealt on it.

The next card is a nine.

Three cards are dealt on it.

The next card is a six.

Six cards are dealt on it.

The next card is a king.

Two cards are dealt on it.

The next card is a four.

Eight cards are dealt on it.

The next card is a five.

Seven cards are dealt on it.

The next card is, say, a nine. As there are only three undealt cards (including the nine), there are not enough cards to form a count to twelve, so these three cards are handed to the performer.

The number of packets is eight. Four subtracted leaves four. Four multiplied by thirteen, *plus* three for the cards over, equals fifty-five, the number of pips on the chosen cards $(8-4)=4\times 13=52+3=55$.

PATIENCE SQUARES.

THE SIXTEEN SQUARE.

All the Aces, Kings, Queens, and Knaves from one Pack of Cards.

The sixteen cards are to be arranged in a square, so that there shall be an ace, a king, a queen, and a knave in each row (perpendicular and horizontal), and in each diagonal (from corner to corner).

Also, a spade, a heart, a club, and a diamond is to appear in each row and in each diagonal.

For Solution, *see* Diagram.

Note.—When arranging Patience Squares, each card, though oblong, is to be regarded as though it were square.

THE THIRTY-SIX SQUARE.

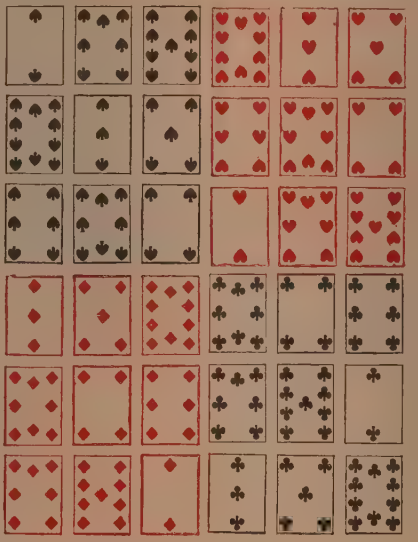
Remove the Aces, Kings, Queens and Knaves from a Pack of fifty-two Cards, and use the remaining thirty-six Cards.

The thirty-six cards are to be arranged in a square, so that the pips in each row (perpendicular and horizontal), and in each diagonal, shall sum thirty-six.

No two cards of the same rank are to appear in any one row or diagonal.

Also, each row is to contain three red cards and three black cards. One diagonal is to be red; the other, black.

For Solution, *see* Diagram.



It will be observed that the sixteen square and the thirty-six square together, consist of a complete pack of fifty-two cards.

THE SIXTY-FOUR SQUARE.

Two Piquet Packs.

The sixty-four cards are to be arranged in a square, so that each row (perpendicular and horizontal), and each diagonal, shall contain one card of each rank, and two cards of each suit.

For Solution, *see* Frontispiece.